

NERZUGAL'S DUNGEON MASTER TOOLKIT 2

5 Dungeons,
One-Shots,
10 Puzzles,
100+ Magic Items,
Monsters

A D&D 5E Supplement

NERZUGAL'S DUNGEON MASTER TOOLKIT 2

FOREWORD / THANKS

Welcome to Nerzugal's Dungeon Master Toolkit 2! It has been almost two years since I decided to give publishing my own content a shot and it has been an amazing experience. This is my third major product and the one with the most content yet! Within the pages of this book you will find dungeons, one-shots adventures, puzzles, creatures, magic items, and random tables that you can drop into just about any world.

The content of this book is ready to use as is, but in Dungeons & Dragons each table is unique. Different players enjoy different kinds of content, so be sure to make your own creative changes as you see fit! If you players are all about hack and slash adventuring and getting huge piles of treasure, then remove the puzzles from the adventure and throw in a few extra magic items. If you like the idea of a monster or item, but think it might be a bit too powerful - change it! This book is a guideline, not a ruleset, so let your own creativity flourish as you use its content!

I would like to extend a personal thanks to all of my friends who are my playtesters/guinea pigs for all of the content you find in this book: Stephan Bruce, Missy Bruce, Michael Kelly, Kim Kelly, Justin Kellogg, Jeff Brown, Travis Boyd, and Kaylen Bates. Also a big thanks to my sister whose graphic design skills help me with the covers of these products! These are the people who continue to fuel my passion for Dungeons & Dragons and make unique and creative decisions that alter my initial designs and ideas for the better!

It is a joy for me to create this content and see all of the positive feedback from people who enjoy the adventures. Please let me know if there is anything you find confusing or that you don't like as well! I am a one-man team so there are certainly things that slip through the cracks, but I will do my best to update the content as I receive criticisms!

I occasionally drop spoilers and share completed content ahead of time on Twitter (@Nerzugal), so feel free to follow me there for additional information on future releases or to get teasers for future products.

These beautiful layouts were created with The Homebrewery on Naturalcrit.com so a huge shoutout to the developer and be sure to help support them on Patreon!

The cover art was created Wendy Roberts, the sundrop squirrel art was created by Olivia Cole, and everything else was created by the immensely talented Yulia Plokhaya!

TABLE OF CONTENTS

Dungeons

- (005) The Temple of Pure Ice [4-6]
- (014) The Temple of Pure Fire [5-7]
- (022) The Temple of Pure Water [6-8]
- (032) The Temple of Pure Lightning [7-9]
- (041) The Tomb of Tarraketh [7-11]

One-Shots

- (056) The Nerastrim Manor [1-3]
- (070) The Well of Wishes [1-3]
- (076) Descent Into Dreams [1-5]
- (086) The Copperbolt Conundrum [4-6]
- (093) The Showdown in Skalintown [4-7]

Puzzles

- (106) Colored Marbles Puzzle
- (106) The Charged Tiles
- (107) Double Up Cipher
- (107) The Blood Fountain
- (108) The Submerged Temple
- (109) Riddles
- (110) Cubic Code
- (110) Logical Numbers #2
- (111) Statue and Key
- (112) Angular Language

Random Encounter Tables

- (114) Arctic Random Encounters
- (116) Coast Random Encounters
- (118) Desert Random Encounters
- (120) Forest Random Encounters
- (122) Jungle Random Encounters
- (124) Plains Random Encounters
- (126) Mountains Random Encounters
- (128) Swamp Random Encounters
- (130) High Seas Random Encounters
- (132) City Random Encounters

Magic Items

- (133) Traditional
- (155) Paired Items

Nerzugal's Extended Bestiary 2

- (162) Adorable Flufflet / Devious Gremlin
- (163) Aetherspawn
- (168) Ancient Tribal Warriors
- (174) Angels, Corrupted
- (183) Aspects of Emotion
- (186) Conflux Elemental
- (190) Corlapis
- (194) Dire Wolf, Armored
- (195) Floral Creatures
- (202) Fortress Rhino
- (204) Giant Tiki Ant
- (206) Goblins
- (207) Grotesque Leech
- (208) Haunted Tome
- (209) Horrors
- (216) Minotaurs
- (219) Outlaws
- (222) Paper Warriors
- (225) Phoenix
- (227) Primeval Strix
- (229) Rasa
- (234) Rock Worm
- (236) The Runespeaker
- (238) The Runespeaker, Runebound Creatures
- (241) Swarm of Temple Scarabs
- (242) Tomb Guardian
- (244) NPCs
 - (245) Barbarians
 - (246) Bards
 - (247) Clerics
 - (248) Druids
 - (249) Fighters
 - (250) Monks
 - (251) Paladins
 - (252) Rangers
 - (253) Rogues
 - (254) Sorcerers
 - (255) Warlocks
 - (256) Wizards
- (257) Multiclass NPCs

Appendices

- (267) Appendix A: Monsters By CR
- (269) Appendix B: Monsters By Creature Type

DUNGEONS

The dungeon contains 5 dungeons, including all combat and non-combat encounters for a range of groups. Creatures, puzzles, traps, skill checks, atmosphere, and rewards are all contained within these pages. Each dungeon contains a minimum of four combat encounters and numerous out of combat challenges to test the strengths and weakness of any party composition. While these do include suggested usages, these dungeons are intended to be free from any external requirements or story, they are merely a set piece you can drop into your own world with little effort. Delve the temples of pure elemental magics and creatures that are drawn to their power and destroy the ancient evil lying dormant within the Tomb of Tarraketh.

These dungeons contains custom monsters which are included in the Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit, which is available for free on DriveThruRPG. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found at the Bestiary at the end of this Toolkit. Creatures from the Monster Manual will be labeled MM. Going through these adventures, you may see opportunities to try out monsters from other published sources and I would encourage you to do so!

OVERVIEWS

THE ELEMENTAL TEMPLES

Four of the dungeons included in this Toolkit are temples dedicated to the following elements – fire, ice, lightning, and water. These can be part of a story arc that you send your players down, or can simply be remnants of an ancient society that worshipped elemental magics. Within each of these temples there is a sphere of pure energy of a type matching the temple. You can use this as conduits of power for creating magical items, as gateways into the various elemental planes, as potential weapons that a villain in your world may be seeking, or something of your own creation.

THE TEMPLE OF PURE ICE (LEVELS 4-6)

The Temple of Pure Ice lies beneath dozens of feet of thick ice which is often covered in even more feet of snow. The only ones who find it are those who already know where it is, which is an exceptionally short list. After working through the issue of finding the entrance, the challenges have just begun. Adventurers that make their way into this temple will endure battle while leaping across chunks of frozen ice, cross vast chasms with ancient arbalests, slide down twisted frozen pathways, and even be attacked by frozen raptors! But adventurers know that glory doesn't come easy.

THE TEMPLE OF PURE FIRE (LEVELS 5-7)

Constructed into the side of an active volcano or buried deep beneath the ground lies the Temple of Pure Fire. Within its walls is enough flame and lava to make even the hardiest of adventures question their decision to pass through its doors. This temple contains grand constructs that have laid dormant for hundreds of years, but stir from their great slumber when they are needed to defend this former place or worship. Grand forges, lava-fueled smelters, and even an obsidian lava transportation vehicle wait within the walls of this ancient temple.

THE TEMPLE OF PURE WATER (LEVELS 6-8)

Deep beneath the surface of a lake flourishing with aquatic life is the Temple of Pure Water. Within its walls your players will encounter dangerous aquatic flora, a deadly submerged temple, a sea dragon statue with power lurking within, and even a rapid downhill boat ride with sharks. Water in small doses is an elixir of life, but in large enough quantities your players may be left in over their heads as they make their way through this underwater adventure.

THE TEMPLE OF PURE LIGHTNING (LEVELS 7-9)

While lightning may strike anywhere, there is but a single Temple of Pure Lightning. This temple could be located just about anywhere – out in the middle of an expansive dungeon or even hidden beneath the streets of a bustling city. Regardless, this temple is not for the faint of heart. Within these walls are floors charged with lightning, ancient powerful weaponry, a vast series of winding powered minecarts, and rooms that are filled with eternal storm clouds. Just as dangerous are the aetherspawn that have been drawn to this place of great power and now see it as a home that will not be taken from them by the likes of a few mere adventurers.

THE TOMB OF TARRAKETH (LEVELS 7-11)

This is an incredibly deadly dungeon that will strain the limits of any party that dares to tread within. I consider this to be a challenge dungeon of sorts, and I would suggest it as a dungeon to throw at players if they ever want to run a gauntlet with new characters. This dungeon is filled to the brim with traps, puzzles, and vicious creatures. It is also quite a long dungeon - be prepared to spend at least two sessions working through the pathways of this horrifying Tomb.

THE TEMPLE OF PURE ICE

A DUNGEON FOR LEVELS 4-6

SUGGESTED USAGE

The Temple of Pure Ice is buried deep beneath a layer of thick ice at the base of a mountain or up in the far north. The terrain and climate is enough of a threat that only the hardiest of creatures wander through the area. Adventurers may wish to seek out this temple to uncover the pure essence that lies within its walls. They can harness power of this essence to give life to an ancient artifact or as part of a ritual that needs to be performed to stop an approaching threat. Perhaps a creature with malicious intents is after the essence and a set of heroes must get there first and make sure it remains safe. There are also a number of powerful magical items within the temple, an allure that would draw anyone who knows of the temple's existence.

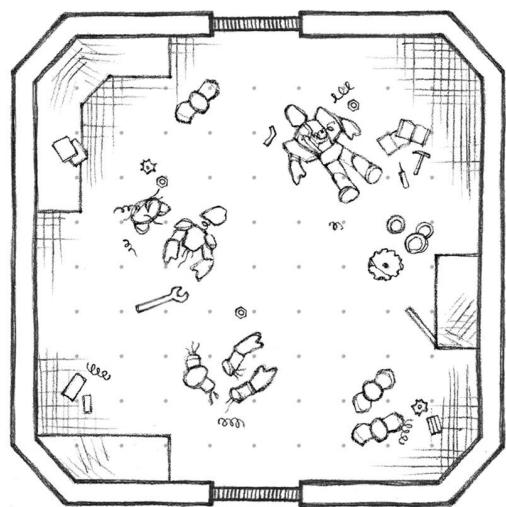
DUNGEON OVERVIEW

The Temple of Pure Ice holds a massive orb of pure ice energy within its walls. The only way to deactivate the runes that protect it is to assemble the Scepter of Pure Ice whose components are scattered down the three wings of this temple. Each passageway presents its own challenges and defenses your players must overcome to continue and gather the pieces of the scepter. This includes, but is not limited to, navigating across a shattered frozen lake, sledding down an icy slope at high speeds, fighting a pack of frozen raptors, and finding their way across a large gorge.

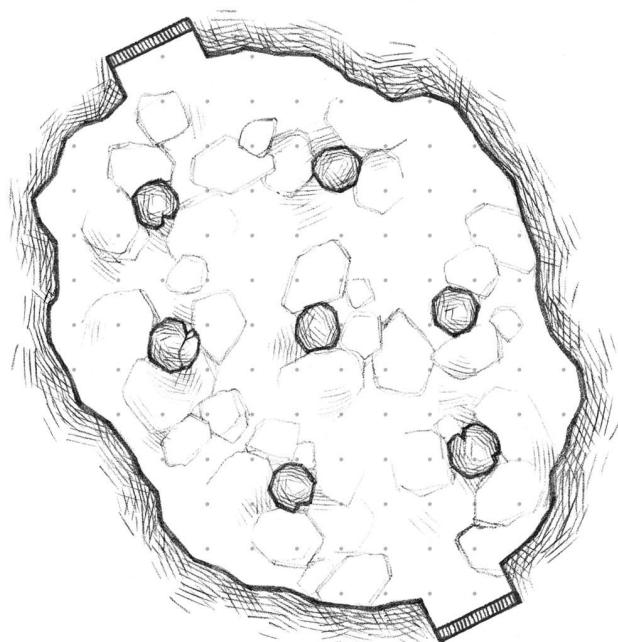
This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in the Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit, which can be purchased for free on DriveThruRPG. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found in the Bestiary at the end of this Toolkit.

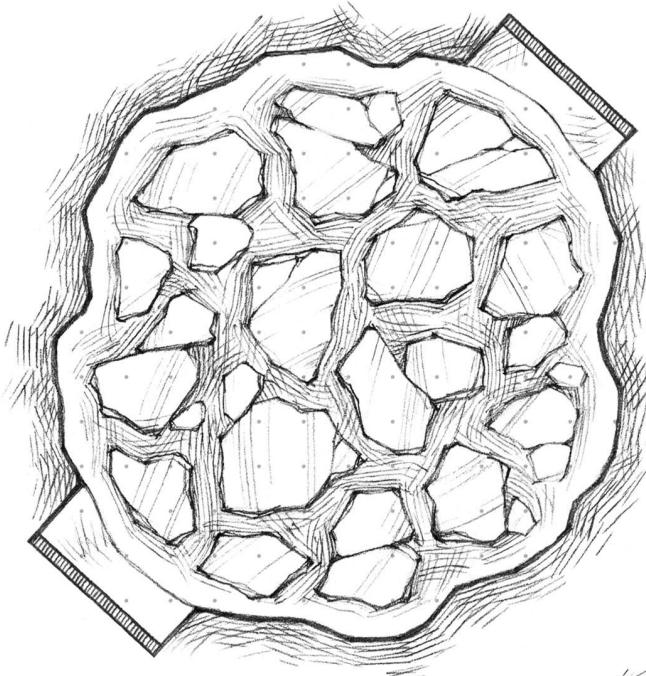
THE TEMPLE OF PURE ICE



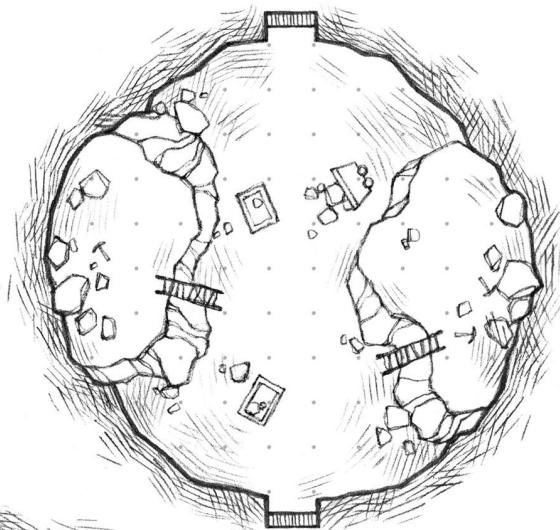
CONSTRUCT ASSEMBLY ROOM



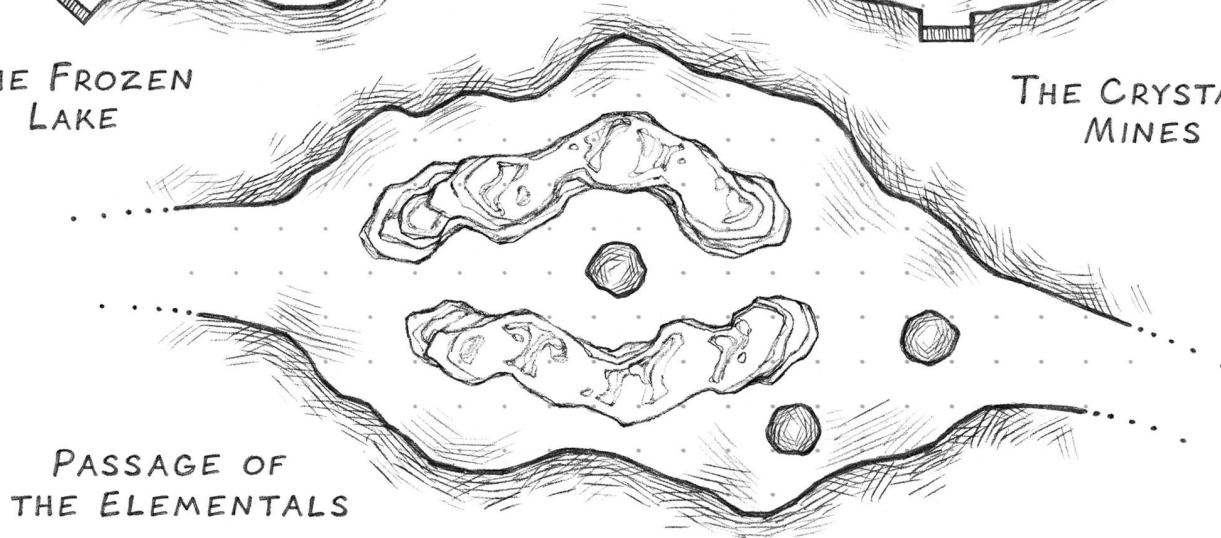
GLACIAL RAPTOR CHAMBER



THE FROZEN
LAKE



THE CRYSTAL
MINES



PASSAGE OF
THE ELEMENTALS

THE SANCTUM OF ICE

After finally digging through the layers of ice to expose the front entrance of the temple, your players descend a stairwell that takes them deep underground. With every step taken, the air grows drier and colder. All but stoutest of creatures will feel as if their lungs are on fire from the sheer intensity of the environment. At the bottom of this stairwell is a small innocuous wooden door.

DESCRIPTION

Opening this door reveals a massive domed chamber. The entire ceiling of the area is alight with vibrant white runes that cover a full 50 feet area of the stone above. These runes periodically shimmer and send down a light dusting of snow that melts immediately upon touching the floor despite the fact that the stone is ice cold. Directly ahead of this main entrance - roughly 80 feet ahead - is a set of wooden double doors. A similar set of doors are on left and right sides of this dome.

THE PATH FORWARD

As the players walk through these doors they find a small, dark hallway 15 feet long and 10 feet wide. Words shine along the wall with text that reads:

"Just as the ice of this temple shall never melt, we shall never give up on our dream."

On the opposite side of the hall is another set of double doors.

WALL OF FROST

DESCRIPTION

Stepping out of the hallway you are presented with a 30 foot high sheer cliff made of ice that then opens up to another passageway above. It spans the entirety of the 25 foot wide passage and creeps onto the walls along the sides as well. There are a few stalagmites and stalactites scattered about the area, but none of them more than three feet high. The ice has a few imperfections in it, but it still almost perfectly smooth from floor to ceiling.

ASCENSION

The party will need to use creative means to climb the wall, for the ice here does not melt when exposed to heat, even magical flames. Have your players make the appropriate skill checks to ascend this wall and continue to the path beyond.

PASSAGE OF THE ELEMENTALS

DESCRIPTION

This long passage is separated into three distinct paths by 5 foot thick walls of ice that extend from floor to ceiling. A few pillars of ice are also scattered through these pathways. The floor here is almost supernaturally slippery and it is easy to imagine sliding the full length of the room if you had a running start. The paths twist and wind and it is unclear what lies ahead.

The ice here is crystal clear and while creatures on the other side of the ice have their image distorted, they can be easily identified. If a creature does not move at half speed while in this area, it must succeed on a DC 13 Dexterity saving throw after it makes it 10 feet or fall prone and have all of its movement expended as it slides 1d6 x 5 feet or until it collides with a solid object.

A map to this area can be found above labeled - **Passage of the Elementals**.

DANGER EMERGES

As the players make their way through this pathway, they see a shimmer cascade through one of the walls separating these three distinct paths. It is a strange wave that seems to flow through the ice as it were made of water. If someone moves closer to investigate, a fist flies out of the ice and attempts to pummel them. The ice elemental that lurks within gets a round of surprise unless the player explicitly notes they are being cautious against such an attack.

Roll for initiative.

The types and number of ice elementals your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 4

- 1x Ice Elemental (66% hit points) (**NEB1**)
- 2x Small Ice Elemental (**NEB1**)

• APL 5

- 1x Ice Elemental
- 2x Small Ice Elemental

• APL 6

- 1x Ice Elemental
- 4x Small Ice Elemental

The elementals can move through the ice without effort and will use this feature to weave in and out as they make their attacks, risking attacks of opportunity to fade from view after striking. They will attempt to force the party to split up by diving through different portions of the wall. They will stop attacks completely if the party adapts and simply waits for them to appear, choosing to sink into the floor and strike from below before using powerful area of effect attacks to split them up again.

GALLERY OF THE ELEMENTALISTS

DESCRIPTION

This room has a dozen beautifully carved ice sculptures carefully arranged throughout it. One of these is an incredibly detailed futuristic city complete with constructs and humanoids no taller than four inches tall but still make with realistic, distinguishable features. The piece is labeled "The Near Future". Other sculptures depict individuals adorned in beautiful robes and each with a solemn, determined look on their frozen faces. One of these statues has an amulet hanging around its neck that is shimmering with dancing colors. You also notice a set of wooden double doors on the opposite side of the room, beyond the statues and sculptures.

You can have the figures depicted in these sculptures be of significance to your world's history or they could simply be nameless faces to give the dungeon some flavor and depth. The amulet hanging around the statue's neck is a **Chromatic Amulet (NDMT2)**. There are no living entities in the room, so your players can observe or they can simply press onward.

THE CRYSTAL MINES

DESCRIPTION

This doorway opens up to an oval shaped room, 50-feet long and 35-feet wide. Along the left and right sides of the room are 15-foot tall ledges with hefty metal ladders propped up against them. Attached to the ceiling are a few hooks and other mechanical instruments with some heavily decayed rope drooping from them. Scattered about the room are small metal buckets, some of which are still filled with bits of stone. There's also a few wheeled carts, though the wheels have become useless in their age. Next to one of these carts are the skeletal remains of one of the former occupants of this temple, dead now for hundreds of years it seems. On the opposite side of this entryway is a fine wooden door that is shut.

Off on the edges of the room are small tunnels that form shallow mine shafts that sparkle with clear crystals still embedded in the frozen stone. The crystals are shining, but not innately magical in nature. A DC 13 Intelligence (Arcana) check reveals that these are quite effective for storing magical energies. They can be used to craft magical items or perhaps your players can find a way to store a spell within these for a one time use similar to a spell scroll. It is up to you how creative you want to get with these crystals.

A map to this area can be found above labeled - **The Crystal Mines**.

SLAY OR PARLEY

As the players step into the center of this area, have them roll a Wisdom (Perception) check. If anyone rolled at least a 10, they see a bit of stone and dust kick off the ledge on the left. If anyone rolled at least a 15, they also hear some strange giggling coming from up there as well. The giggles and laughter seem to persist, but no voice responds if the players call out. If the players try the door, they will find that it is locked. The key is being held by one of the ice mephits that currently occupy the space. When a player eventually climbs one of the ladders to see what the noise is, they will immediately be hit in the face with a snowball.

Mephits are tricky little devils, but these ones are not necessarily out to kill the players. Your players might lash out the moment the snowball hits, but if not, they have a chance to converse with these creatures. As soon as the snowball is thrown, the top of the room becomes flooded with these tiny icy tricksters. The mephits are fans of powerful items and shiny things. They will gladly trade the key the hold in exchange for the Chromatic Amulet your players found in the previous room or your players may be able to work out a bargain of gold and silver. Keep in mind that these mephits do not speak common, so most of their demands will be made in the form of aggressive hand gestures.

If your players decide to simply kill the mephits, **roll for initiative** after the first attack is made by one of your players.

Some of the mephits will land on the high ground and throw little balls of ice that deal 1d4 cold damage on hit, while others will dive at the players and attack. The ladders remain in place and can be used if a member of the party wishes to get the high ground to fight the mephits.

The number of mephits your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4** - 5x Ice Mephit (**MM Pg. 215**)
- **APL 5** - 8x Ice Mephit
- **APL 6** - 10x Ice Mephit

ROOM OF THE CRYSTAL

DESCRIPTION

The wooden doors leading to this room are ornately crafted and absolutely breathtaking with its quality of woodwork. The key you received from the mephits fits snugly and opens the lock on the door with a satisfying click. Pushing open these doors reveals a square room 15-feet wide and long. At the center of this room is a stone pedestal with a glass box sitting on top of it. Within this box is a shimmering white crystal that hovers at its center, far different than the ordinary crystals out in the mines. Sitting on a shelf at the back of the room are three flowers crafted of diamond and glass that shine brilliantly in the light of the spinning crystal. The walls are made of a perfectly smooth white stone and the ceiling is pure white and glistening.

AVALANCHE IN A BOX

Whenever the glass on the pedestal is removed, the snow that makes up the ceiling of the room comes crashing down. **Creatures within the room will need to succeed on a DC (8 + APL) Dexterity saving throw to dive out of the room before the full 10 feet of snow comes crashing down on them.** Creatures who failed the save take 1d6 * (APL-3) bludgeoning damage plus 1d6 cold damage and are trapped. These creatures immediately begin to suffocate and will either need to dig themselves out via Strength (Athletics) checks or have allies pull them free from this icy tomb.

The diamond flowers are worth 250 gold each. The crystal is clearly magical, but without the other components of the scepter none of its magical properties can be activated.

With the first piece in their hands, the players need to make their way back to the main entryway. Once the crystal is taken, the ice cliff melts and reveals distinct handholds in the stone that allows the players to easily descend.

PATH OF THE ROD

As the players walk through these doors, they find a small, dark hallway 15 feet long and 10 wide. As they step to the center of the room, a quote begins to glow on the right wall in a beautiful shimmer of white:

"A world of impurities. A world that shall be cleansed."

On the opposite side of the hall is another set of double doors.

DEFEND AGAINST THE ELEMENTS

DESCRIPTION

This large open room has half a dozen constructs that are assembled or partially assembled within it. These constructs stand at over seven feet tall and are crafted of iron and steel. Some of these have a large white crystal embedded in their chest, but only some of these crystals glimmer with faint light. Most of these machines are only partially finished – a plate hangs open on its chest cavity or an arm is lying off to the side. On the opposite side of the room is a set of wooden double doors that are closed and partially iced over.

A map to this area can be found above labeled - **Construct Assembly Room**.

SPARKED TO LIFE

When the players approach one of these constructs that contains a glowing crystal or whenever someone attempts to open the door out of this room, some of the constructs spark to life and immediately attack the players.

Roll for initiative.

The type and number of creatures your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
 - 1x Elemental Defender (**NEB1**)
 - 1x Aetherspawn Guardian (ice) (**NEB2**)
- **APL 5**
 - 1x Elemental Defender
 - 2x Aetherspawn Guardian (ice)
- **APL 6**
 - 2x Elemental Defender
 - 1x Aetherspawn Guardian (ice)

The Aetherspawn Guardians listed above represent a construct that is not fully complete. It can still put up a fight, but perhaps it has a hole in its chest or a missing arm that causes it to be a lesser threat than the completed constructs.

Not all of the constructs in the room come to life and pieces of scrap metal are still scattered about, so players can use these inert constructs and components for cover during this battle.

Once combat has completed, the players can safely move over to the door. It is not locked, but it has been frozen shut so the players will need to use fire or some other source of heat to melt away the ice before they proceed to the next area.

UNDER CONSTRUCTION

DESCRIPTION

This portion of the Temple was clearly undergoing some construction. There is lumber, rope, and tools scattered all throughout the area, most of them now coated in snow and ice. Twenty feet from the door, the floor ends as a ledge drops down and out of view. On the far side of the room is a set of double doors up on another ledge roughly twenty feet higher than the platform you are currently standing on.

*Unfortunately, the chasm between these two ledges is sixty feet wide. The area in front of the ledge is currently roped off to prevent any accidental falls and a sign hangs over this rope that reads, "Bridge coming soon. We apologize for any inconvenience." Just to the right of this sign is an arbalest mounted to the stone that seems out of place.**

MIND THE GAP

Moving closer to the arbalest, they will find that there is a large hole in the back of the bolt that is currently loaded, as if it were the eye of a very large needle. **Be sure to note this fact!**

If the players search the area, have them make an Intelligence (Investigation) check. On a result of 13 or higher, they spot a box that is almost completely buried in snow. Within it are a few vibrant blue potions. The potions are a **Potion of Insta-Frost (NDMT2)**, a **Potion of Glacial Armor (NDMT2)**, and a **Potion of Ice Giant Strength**.

The drop off of this area is approximately 100 feet down where it ends in a blend ice and stone. The players will have to find a creative solution to get to the far side of the room and to the double doors beyond. The option that is meant to be obvious to the players is to tie a rope to the arbalest bolt, fire it into the stone on the far side of the chasm, and then climb across the rope one at a time. Other solutions are to use some of the rope in the area to descend the cliff and then carefully climb up the other side or simply to cross via magic, but there are certainly other alternatives as well. Simply have your players make whatever skills checks are necessary and be sure to reward them if they are exceptionally creative in their solution to this problem.

Once the players reach the far side, they see that there is a sign on the door leading to the next area that reads, *"Danger - Area under protection! Consult elders for safe passage."*

MUCH BETTER THAN A GUARD DOG

DESCRIPTION

This room is filled with floor to ceiling stone pillars, over a dozen of them in total are scattered throughout this fifty foot wide area. This room also has a full two feet of snow on the floor with extra high piles gathered around the pillars – some of these piles nearing five feet in height. Another doorway can be spotted on the far side of the room, but it does not appear as if anyone has been through here in sometime. The door is covered over three-quarters of the way in snow and will require some digging before you could hope to pass through it.

A map to this area can be found above labeled - **Glacial Raptor Room**.

LURKING BELOW

As the party heads through the area, things seem unnaturally quiet. This ends when they approach the first of the pillars and from beneath the snow leaps out the a mechanized raptor coated in a thick layer of ice. The raptor gets a surprise attack against the front most member of the party as more snow piles around the room begin to stir.

Roll for initiative.

The number of raptors your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4** - 2x Glacial Raptor (**NEB1**)
- **APL 5** - 3x Glacial Raptor
- **APL 6** - 4x Glacial Raptor

These raptors are mechanical entities for the sake of this fight, so they have these additional traits:

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

This entire room is considered difficult terrain for all non-raptor creatures, so maneuvering is an extra challenge during this fight. The raptors will try to stay together and focus down individual targets as a pack before moving on to the next weakest looking creature.

EVEN MORE CHALLENGES

If you want to up the difficulty of this encounter even further, consider having small holes hidden beneath the snow. When a creature steps on one of these spaces, it will need to succeed on a DC 12 Dexterity saving throw or fall prone. You could also have the raptors sink beneath the snow when they move, allowing them to make a Dexterity (Stealth) check as a bonus action before springing up on a target to attack with advantage.

Once the raptors are defeated, the party can dig out the door and open the way to the final room in this wing of the temple.

ROOM OF THE ROD

DESCRIPTION

Sitting on a pedestal of ice is an intricate silver rod with three prongs at the top clearly intended to hold something round. There is also a prism shaped slot in the side of the rod. There are large snowflakes drifting around the pedestal, some six inches in diameter. These form delicate patterns that never intersect, nor do they touch the ground.

Unlike the Path of the Crystal, this pedestal has not been rigged with a trap – this is due to the unfinished nature of this wing of the temple which was meant to act as deterrent enough until they could create a more permanent solution. Once the rod is taken, the players can make their way back to the main chamber.

PATH OF THE ORB

As the players walk through these doors they find a small, dark hallway 15 feet long and 10 wide. As they step to the center of the room a quote begins to glow along the walls:

"Trapped beneath the surface, under layers of ice thousands of years old, we found purity."

On the opposite side of the hall is another set of double doors.

THE FROZEN LAKE

DESCRIPTION

This massive dome-shaped room has a partially frozen lake that fills its center. This lake goes from wall to wall and is a full one hundred and twenty feet across. Distributed throughout this lake are large chunks of ice that are perfectly flat on top, forming platforms at irregular intervals. These platforms are between ten and twenty feet wide each. No two chunks of ice touch, with anywhere from three to ten feet separating them. There is a set of wooden double doors closed on the far side of the lake.

A map to this area can be found above labeled - **The Frozen Lake**.

WATCH YOUR STEP

These platforms of ice are attached to the floor of the lake via thick metal chains. This prevents them from moving around too much, but does still allow them to tilt if weight is not distributed correctly. If more than 2 creatures stand on an individual platform, it will begin to sink into the water. If a creature spends at least 3 turns in this water, at the beginning of each of its turns it will need to make a DC (10 + APL) Constitution saving throw, taking 2d6 cold damage on a failed saving throw or half as much damage on a successful one. Consider also giving levels of exhaustion if they fail too many of these saves or spend an extended amount of time in this water.

The party can jump from platform to platform, but will need to succeed on a DC 5-10 Dexterity (Acrobatics) check or fall prone. On a natural 1 for this check, the creature slides off the backside and into the water. The difficulty of these checks depends on the distance of the jump. Otherwise, the party can steal lumber from the Path of the Rod to lay across the gaps or use magic to form pathways such as with *Shape Water*.

As the party reaches a halfway point across the lake, some of the platforms begin to shake gently. Moments later, a small ice elemental bursts out from below and an ambush begins.

Roll for initiative.

The number of elementals your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4** - Small Ice Elemental x6 (**NEB2**)
- **APL 5** - Small Ice Elemental x8
- **APL 6** - Small Ice Elemental x8 (add an additional 1d6 cold damage to all damage rolls)

Some of these elementals will launch ice shards from a distance while others will move in close to pummel their targets. They stay spread out for the most part which makes area of effect attacks much less effective. They move through the ice with ease, so be sure to use their superior mobility to enhance the difficulty of this encounter. **Have elementals occasionally submerge themselves in the water and give a hard shake on the platforms. This causes each creatures upon it to succeed on a DC (8 + APL) Dexterity saving throw or slide into the water. Climbing out of the water and onto a platform uses half of a creature's movement and will provoke attacks of opportunity.**

Consider breaking the elementals up into two or three groups when you make their initiative rolls. This will help to make the combat a bit more fluid - a back and forth exchange between the DM and the players rather than rolling for 6-8 creatures all in one go. This will likely decrease the difficulty of the encounter a bit as well since your players will have time to react in between wave of attacks.

Once the elementals are defeated, the party can continue across the rest of the lake and to the doors on the far side of the room.

THE SLIDE

DESCRIPTION

As the doors open, a world of ice is revealed. The walls, the ceiling, the stalactites – everything is coated. There is a fifteen foot platform directly ahead that drops off and out of view as the cavern slopes down at a rather steep incline. Off to the right of this platform is a wooden structure that holds half a dozen sleds that could each seat two of you comfortably.

SLEIGH RIDE

The slope in front of the platform continues down for 80 feet before meeting a rounded corner that curves off to the right and out of view. On the left side of this corner is a large mound of snow. This mound of snow also happens to be hiding a row of deadly spikes. When your players prepare their descent, ask what path they wish to travel. They may wish to hit the snow pile to stop and reorient themselves before going down the next slope! If they hit the mound, the person at the front of the sled immediately takes 2d6 piercing damage as they slam into the spikes.

After the corner, the path spins a full 180 degrees and continues downward at a steep angle for another 80 feet before it levels out into a blanket of snow in a large room. Near the bottom of the slope is a ramp made of ice in the direct center of the path. Players can choose to hit the ramp or avoid it, but if they take too long to decide they lose their opportunity and miss the ramp. If a player / sled does not hit the ramp, they run into a short wall that is obscured by the snow. This deals 2d6 bludgeoning damage and leaves them flopped on the edge of the wall, so if anyone else comes down the same way right afterwards it will result in an additional collision.

Hitting the ramp sends the creatures flying up over the hidden edge and into a soft bed of snow. It is quite comfortable.

THE ASCENT

Standing in the large bed of snow, the party can see another slope that goes up at a 30 degree angle to a set of beautiful double doors. This slope is also covered in thick ice, so the players will need to be creative to find a way to the top. Simply running at the ice quickly does not work as there is no footing. They can chip their way through the ice with weaponry to form handholds, use fire to melt away portions of it, or other such strategies. Have them make skill checks appropriate to the strategy they choose.

ROOM OF THE ORB

DESCRIPTION

At the center of this room is a brilliant snow white orb that hovers a few inches above a pedestal made of a combination of ice and marble. Every few seconds, the orb glows bright and then pulses with energy, sending a burst of snow in all directions that settles on the floor around the pedestal. On a shelf behind this floating orb are three small orbs resting in recesses in the stone that appear to have snowstorms flowing through them.

REWARDS

Touching the orb does not cause pain, but it is freezing to the touch. It will need to be wrapped in cloth or tucked away to prevent pain from its freezing nature. The orbs on the back shelf are two **Weather Orb - Snow (NDMT2)** and one **Weather Orb - Blizzard (NDMT2)**.

A SAFE RETURN

Once the orb has been taken, the slopes of ice on the path melt away and reveal large stone stairwells that lead back to the top. The partially frozen lake is also now completely frozen over, allowing for safe travel without needing to jump between chunks of ice.

UNLEASH THE ELEMENTS

Once all three pieces are gathered, the party can be assembled to form the **Scepter of Pure Ice (NDMT2)**.

Back in the central chamber, the runes on the ceiling glow vibrantly as the scepter nears - as if they are calling out to it. If a creature holding the scepter steps into the center of the room (directly beneath the runes), the scepter begins to pour out torrents of snow. This snow spirals up into the air and flows around the room in a beautiful display. This continues for a full minute until the entire room is covered with a light coat of snow. All the while, the runes on the ceiling flash and glow more vividly than ever. Never are they all lit up at the same time until a final moment when the snowfall stops abruptly and the stone at the ceiling of the room opens up. A 5-foot wide sphere of pure ice begins to gently fall from out of the hole formed. It takes nearly a full minute for it to drift down and finally come to a rest a foot off the floor in the center of the chamber.

AVIS, THE MAIDEN OF ICE

Moments later, a rift begins to form directly in front of the player holding the scepter. The tip of a scythe slashes through and starts to tear the rift open further as cold air crashes into the room and causes the temperature to immediately drop an additional ten degrees. The scythe splits the opening all the way to the floor before a large gloved hand appears and grabs the edge of the portal.

Then a foot steps through - a large one. It belongs to a Maiden of Ice. She emerges through the rift, standing a solid twenty feet in height. She is wearing armor made from the hide of a massive beast, has hair braided with shards of ice, and holds a scythe over ten feet in length. She informs the party that her name is Avis, the Guardian Maiden. She was created using the energy of the pure essence to protect the essence, but she follows the instructions of the creature that holds the scepter.

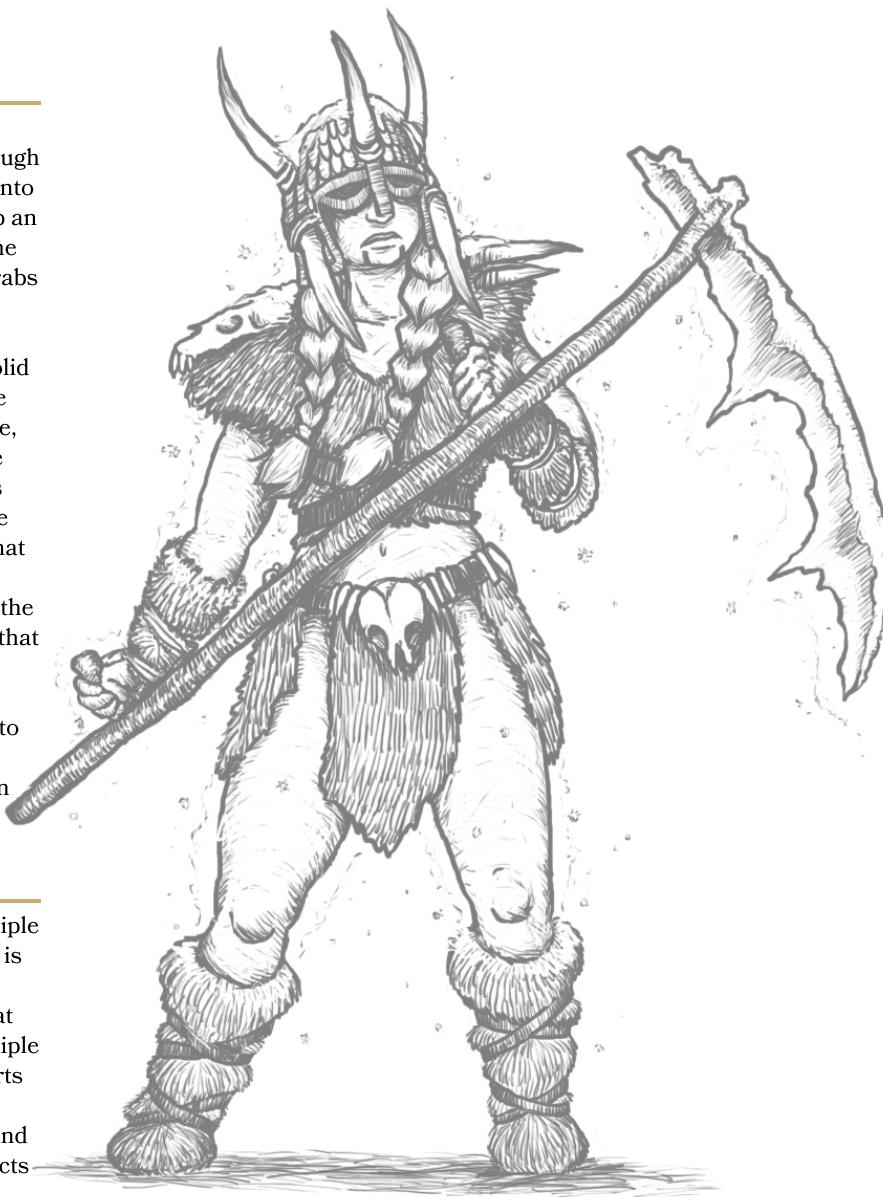
Avis is a creature of immense strength and will bend to the party's wishes as long as they can be interpreted in a way that will help keep the essence safe. She will not destroy the essence, but she can seal the Temple and defend it from anyone else who enters or she could even take it with her to another plane for safekeeping. She can be used to ask questions about ancient magics or even as a guide that can take the party to other planes.

THE ESSENCE

Streams of ice and snow dance around the sphere in multiple rings that never cross paths. The room containing the orb is freezing and with each step a creature takes towards the sphere, the temperature drops even further. A creature that attempts to touch the sphere will need to succeed on multiple DC 15 Constitution saving throws as they approach or parts of their body will be frozen completely solid. These appendages or limbs become useless even after thawing and require greater restoration to mend. The sphere itself inflicts 10d10 cold damage if touched.

Be sure to warn your players of these dangers by being descriptive with how they are feeling as they approach. Let them know that the biting cold is intensely painful and could cause permanent damage even through protective clothing. Your players are going to be curious, but don't drop permanently crippling detriments on them unless they are perfectly aware of the risks.

As mentioned in the beginning, it is up to you to build a hook around the Essence of Pure Ice stored in this temple. It can be a gateway to other planes, a source of power for an ancient artifact needed to stop a villain, or perhaps the ice is needed for a powerful arcane ritual. The choice is entirely up to you. Decide if this place is at risk of intruders who would claim it for themselves and whether or not Avis will be able to thwart these invaders. Good luck!



EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the entire temple. Feel free to adjust these values.

- **APL 4** - 3,000 XP per player
- **APL 5** - 5,250 XP per player
- **APL 6** - 6,750 XP per player

LOOT

If your players cleared the temple completely they should have received all of the following items:

- Chromatic Amulet
- Potion of Insta-Frost
- Potion of Glacial Armor
- Potion of Ice Giant's Strength
- 2x Weather Orb - Snow
- Weather Orb - Blizzard
- Scepter of Pure Ice
- 3x Diamond Flower (250g each)

These items can all be found in the Magic Items section of this Toolkit, except for the Potion of Giant's Strength which you can find in the DMG. Feel free to adjust the loot as it suitable to your world, as some may not be as magical as others. Replace magic items with valuable works of art or even just coins.

THE TEMPLE OF PURE FIRE

A DUNGEON FOR ADVENTURERS LEVEL 5-7

SUGGESTED USAGE

The Temple of Pure Fire is embedded in the side of an active volcano or deep underground. The smeltery that lies within the temple uses enchanted lava as fuel. This could be a requirement for your players to craft a powerful artifact to defeat a massive threat. The pure essence that the temple safeguards has immense destructive power and if harvested by the wrong individuals it could spell disaster for the world. Perhaps your players wish to seal it away forever or ensure that only people they trust are given access to such power. Or maybe your party merely wishes to uncover the secrets and leftover magic items that reside within these subterranean walls..

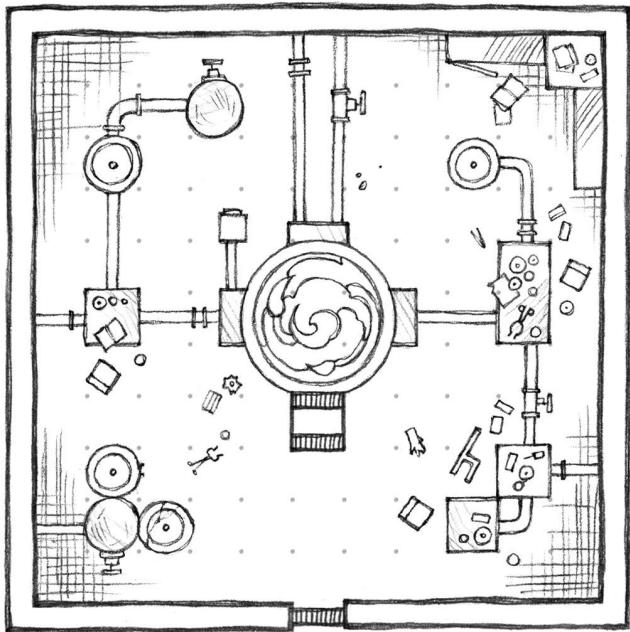
DUNGEON OVERVIEW

The Temple of Pure Fire holds a massive orb of condensed elemental flame behind a large set of magically locked doors. The only way to open these doors is to assemble the Amulet of Pure Flame whose components are scattered across the three wings of this temple. Each passageway presents its own challenges. Flames and fire elementals erupt from the grates underfoot in one room, in another the temperature rises with each creature that enters so your players will have to be cautious in their approach. The players even get to take a ride in an obsidian submarine that is able to travel through lava without risk.

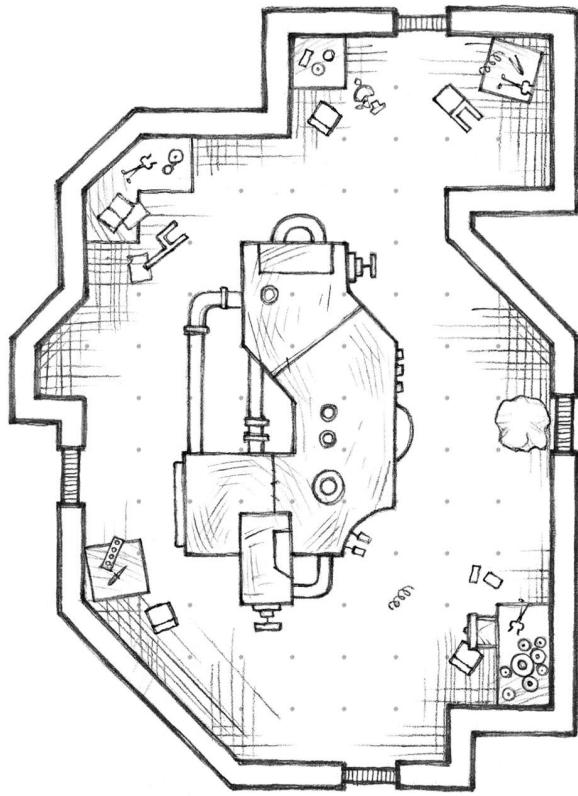
This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in the Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit, which can be purchased for free on DriveThruRPG. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found in the Bestiary at the end of this Toolkit.

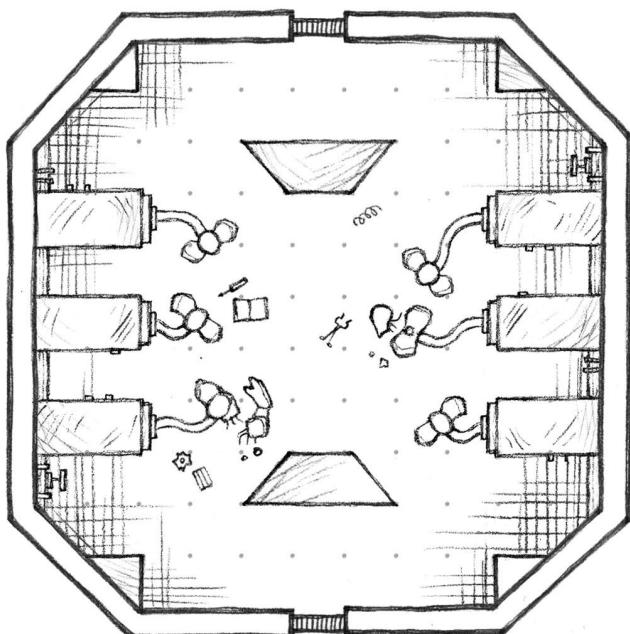
THE TEMPLE OF PURE FIRE



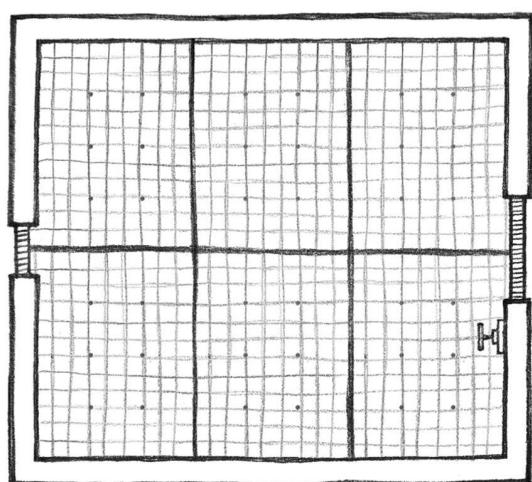
THE FURNACE



THE OBSIDIAN
SMELETRY



THE ROOM
OF RISING HEAT



THE HELLISH GRATES

THE SANCTUM OF FIRE

DESCRIPTION

You step into a massive dome-shaped room. At its center is a large glyph ablaze with magical energies, shooting brilliant waves of yellow, orange, and red lights across the walls and ceiling. On the far side of the room is a hulking, ominous door with similar runes surrounding it. To the left of this grand door is a platform of stone that leads out over a pool of lava where a strange, rounded black object rests in the molten stone. On the left side of the dome are a set of double doors that are currently closed.

The giant door protects the Essence of Pure Fire and requires the Amulet of Pure Flame to be assembled before it can be accessed. In the back-left corner is a 20-foot wide pit of lava with a large obsidian sphere resting in the center (though only the top of this sphere is visible). This is an obsidian submarine, but your players don't know this just yet. There is a platform that extends over the lava and gives a pathway to this strange object. On the top are the visible cracks of a hatch, but there is no way to get a grip to open it. In the center of this hatch is a round recess roughly three inches in diameter.

The doors to the left lead to the The Furnace, and is where the party must first go if they hope to continue.

THE FURNACE

DESCRIPTION

Opening the double doors, you are presented with a mazing network of tubes and pipes feeding into a grand obsidian cylinder at its center. The cylinder is roughly twenty feet in diameter and has a door with a small, round glass window facing you. Past this door is a small, enclosed room with a secondary door - also with a small window. Scattered about the room are various tables, workstations, and instruments used to run experiments and take measurements.

Looking in through the window on the cylinder reveals a small, glowing red orb suspended about 12 feet off the ground in the center. This is the orb needed to open the hatch on the obsidian submarine back in the main chamber. It is also completely enveloped in lashes of flame.

A map to this area can be found above labeled - **The Furnace**.

THE AMBUSH

To enter the cylinder unprotected is a death sentence, but fortunately for the party, there is a single flame resistant suit hanging on a rack on the left side of the room. It will only fit a medium sized creature and is snug enough that anything above light armor would cause it to tear. The rest of the room seems to be a sort of research facility, but most of the equipment is worn down and rusted away. Along with the mess of pipes and tubes are vats that can hold lava or water with drains at the bottoms. There are numerous stone tables, some of which still have beakers and vials resting atop them.

When the person wearing the suit enters the chamber, the door slams shut behind them and swiftly locks. On the outside, the players can hear gears shifting and twisting. Moments later, a flurry of mephits explode into the room, squeezing out of various pipes and drains with their amorphous forms. They are dripping with magma, but one is nearly twice the size of the others with a makeshift crown on its head - also made of lava.

The leader of these mephits, the magma mephit king, points to the party and makes a gesture for them to hand over their weapons. He then points to one of his underlings that is positioned next to a large valve on a pipe that feeds into the top of the obsidian cylinder. Through some of the glass on the pipe, the party can see that it is filled with lava ready to pour into the cylinder the moment the valve is turned.

TIME TRIAL

The king mephit gives out a laugh and once again demands the players hand over their equipment. At this point your players may have already fired at the mephits, but if not, the mephit next to the valve spins it and lava begins to flow.

After 6 rounds, lava will enter the chamber and begin melting the player within, despite the protection of the suit. The lava can visibly be seen moving through the pipes and they must hurry to defeat these small but deadly foes.

Roll for initiative.

The number and types of mephits depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 5

- 1x King Magma Mephit (**NEB1**)
- 3x Magma Mephit (**MM Pg. 216**)

• APL 6

- 1x King Magma Mephit
- 4x Magma Mephit

• APL 7

- 1x King Magma Mephit
- 1x Imbued Magma Mephit (**NEB1**)
- 2x Magma Mephit

While combat is raging on the outside, the player within the cylinder must find a way to retrieve the orb which dangles midway up the chamber. It is held in place by magics that requires a significant amount of force, so something like mage hand will not get the job done. The player will need to make Strength (Athletics) checks to try to run off the wall and jump up to the orb or conceive some other way to get up to it and retrieve it while there is still time.

RESCUE

Once the mephits have been dealt with, the player within the cylinder will need to swiftly make an escape to safety with the orb or be cooked alive. The valve can be turned to stop the flow of lava, but any residual lava in the tubes will still pour into the central chamber. Try to make the escape dramatic, lava pouring in just as the inner door closes behind them.

THE DESCENT

Once the mephits are defeated and the orb retrieved, the party can move back to the main room and insert the orb into the obsidian submarine. Red lines erupt from the orb and branch around the exterior of the vehicle. A handle rises up out of the obsidian. When pulled, the hatch opens with little resistance and reveals a ladder that leads into the interior of the submarine.

When the players climb in, they find comfortable seating for twelve. There is a large lever at the front of the vehicle that simply has an up or down state which is currently set to up. The lever will not budge while the hatch to the vehicle remains open, but as soon as the hatch is latched and secured, it moves freely. Flipping the lever causes the vehicle to lurch to life and pull the group down into the depths. They are bounced and tossed around for a full minute before the vehicle finally comes to a rest and there is a loud beep as the hatch on the roof pops open.

THE BRANCHING PATH

When the submarine comes to a halt, the players can step out into a new area. The submarine rests in a pool of lava similar to the one upstairs with another platform to allow creatures to climb down to solid ground without cooking.

In the center of this room are various statues depicting heroes of the organization that constructed this temple hundreds or thousands of years ago. Feel free to use it to bring some lore into your world or perhaps to give a clue to some greater puzzle. Or it can simply be the faces of nameless men and women if you don't want to provide any additional significance.

There are three doors leading out of this room. One is directly across from the landing platform, another is to the left, and the final door is to the right. The players will need to explore all three to complete the Amulet of Pure Flame, but the order of their completion is not significant.

TO THE LEFT

This door leads to a small hallway carved into obsidian stone. While the stone is as black as night, words etched into the wall cast vibrant orange light into the hall:

“Flames as intense as our passion for progress.”

On the far side of this hall is a set of double doors.

THE GLASS TUNNEL

DESCRIPTION

Opening the doors reveals an incredibly long hallway of glass that seems to be set under an entire lake of lava. You are immediately hit with a wave of heat upon opening the door. Lava can be seen dripping very slowly through portions of this glass and small hills of stone have formed beneath these weak spots where the dripping lava has cooled. At the far end of this hallway, which must be at least three hundred feet long, is a metal door that is slightly ajar.

As the party moves through this area, they can see something clearly moving out in the lava and at some point a pair of glowing eyes and claws press up against the glass. This is merely a scare tactic to cause your players to make haste and invoke fear about what may occur on the return trip. They may even waste valuable spell slots in preparation.

THE OBSIDIAN SMELTERY

DESCRIPTION

Through the metal door is a smeltery crafted of obsidian. It is in the center of a grand room filled with vats, moulds, anvils, smithing tools, workbenches, and anything that might be needed to craft armor and weaponry. The smeltery is a piece of machinery so complex in nature that without having the schematics, it is impossible to determine how all of the pieces work together. It is over forty feet long and fifteen feet high, occupying almost half of the room. Even after all of these years, the obsidian used to craft the machine is in pristine condition. There are also a few other doors branching off this room, but all of them are currently closed.

A map to this area can be found above labeled - **The Obsidian Smeltery**.

Sitting on one of the tables in this room is a set of **Inferno Gauntlets (NDMT2)**. About ten feet from these masterwork gauntlets is a dusty cloth draped over a large object that sits directly in front of an ornate door. The structure it covers is large with many jagged features, but most of it is concealed by the fabric. Pulling away this veil of secrecy reveals a dragon crafted from a variety of metals. A red crystal still gleams in its chest, and as it is exposed to air once again, the dragon's ruby eyes begin to glow with intensity and a claw scratches against the floor. Its face turns to the party and fire begins to swell within its chest cavity.

Roll for initiative.

The number creatures and types of creatures depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 5

- 1x Red Dragon Wyrmling (**MM Pg. 98**)
- 3x Magmin (**MM Pg. 212**)

• APL 6

- 1x Red Dragon Wyrmling
- 4x Magmin

• APL 7

- 1x Red Dragon Wyrmling
- 6x Magmin

The dragon scrapes to life and begins to attack. This is a mechanical entity so it has the following traits in addition to the traits provided for an ordinary red dragon wyrmling:

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

On the second round of combat, there is some rumbling from deep within the smeltery and magmin begin to find their ways out through various openings, much like the mephits in the previous fight. They hear the commotion and want to get involved. Add them to the initiative as creatures hostile to the party.

When the dragon is defeated, the party can extract the crystal in its chest which is a **Medium Elemental Shard - Fire (NDMT2)**.

THE RUBY

Once the dragon is out of the way, the party can move to the door that it appeared to be guarding. They find that it is not locked and opens up to a small office. There is a fine stone desk with many trinkets and tools scattered about with a dozen half-finished projects in the works.

Sitting in a beautiful glass display case at the center of a small table in front of the desk is a lightly glowing ruby. The glass can be removed without issue and the players can grab the gemstone which is warm to the touch. This is one piece of the Amulet of Pure Flame.

Next to the ruby is a small bottle that has some smoke swirling within. This is a **Bottle of Whispers (NDMT2)**. Feel free to have the message captured within give insight as to what happened to this temple or perhaps relevant information about some great history in your world.

Most of the items on the desk are parts of a tinkers' tools set along with some smiths' tools, but there are also three gorgeous ruby flowers sitting on the desk. These are each worth 250 gold.

OTHER ROOMS

These other rooms are mostly to give depth and flavor to the dungeon and not to provide any sort of challenge to the players. Feel free to have one of them contain some sort of rare metal that they could have crafted into powerful weapons or armor. Perhaps there are some leftover potions the party could use during the rest of the dungeon. Another option would be moulds that might be left over and could be sold to a blacksmith if recovered.

THE PATH FORWARD

The door straight ahead from the submarine's landing point leads to a small hallway. Along the wall is written the text:

“Like the phoenix rising from the flames, our research will see a world reborn in glory!”

Beyond this is a set of metal doors that are warm to the touch, more so than any of the other doors despite the fact that the entire temple is filled with lava and flame.

RISING HEAT

DESCRIPTION

Along the left and right sides of this eighty foot long room are large metal tubes with spheres of glass interrupting periodically. These spheres of glass are being regularly filled with lava and then drained shortly thereafter. The tubes start by plunging into the stone floor and ends by feeding into the walls at the far side of the room. Branching off of these glass containers are additional devices designed to hold shards of crystal or metal bars. There are smaller, flexible tubes leading from the glass spheres to these devices to charge the crystals or metal with pure elemental energy. Near each of these charging stations are constructs of various sizes - some bulky and armored while others are small and nimble.

A map to this area can be found above labeled - **The Room of Rising Heat**.

INTO THE INFERO

Near each of these charging stations are various constructs. Some are hulking in size and seem brutally powerful and difficult to damage, while others are smaller and more agile. Only a few of them hold crystals in their chests, however.

The door on the far side of the room is enchanted with a magical glyph that when touched will activate the constructs in the room and instruct them to attack. This also causes the door to seal shut until the constructs are defeated. They will also spring to life and defend themselves if any of them are damaged. The glyph on the far door is invisible, but can be removed with *dispel magic*, allowing players to potentially avoid combat all together. Otherwise, when the glyph is triggered...

Roll for initiative.

The level of heat and the danger this heat presents depends on the number of people in the room:

- At 2 people, the heat is deeply uncomfortable
- At 3 people, each creature takes 1 fire damage on initiative count 20
- At 4 people, each creature takes 1d4 fire damage on initiative count 20
- At 5 people, each creature takes 1d8 fire damage on initiative count 20
- At 6+ people, each creature takes 1d12 fire damage on initiative count 20

The constructs will do their best to take cover and lure the players into the room if they hope to attack, exposing them to the extreme heat.

The number of creatures and types of creatures depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 5 -

- 1x Elemental Defender (fire) (**NEB1**)
- 2x Aetherspawn Guardian (fire) (**NEB2**)

• APL 6

- 2x Elemental Defender (fire)
- 1x Aetherspawn Guardian (fire)

• APL 7

- 1x Dragon Knight (fire) (**NEB1**)
- 2x Aetherspawn Guardian (fire)

These are mechanical entities so they have the following traits in addition to the traits provided ordinarily:

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

THE PATH OF HOT COALS

Once the creatures have been dispatched, the heat in the room continues to be unbearable with multiple people in it, so they will need to proceed with caution. Opening the door on the far side of the room reveals a simple passageway roughly 75 feet long whose floor is made entirely of red hot coals. These coals are blazing hot and will melt through boots or catch clothing on fire with even limited exposure. The party will have to use some creative ideas to get past this area or take fire damage with each step. Simply trying to sprint across the coals will result in 4d6 fire damage being taken by that creature, so painful, but not deadly.

On the far end of the room is a metal door that is unlocked.

THE CHAIN

DESCRIPTION

In the room beyond the metal door are the remains of a human sitting in a chair behind a desk. The skeleton holds a beautiful sword in one hand and the other hand is clenched tight, forming a fist. In the center of the skeleton's chest is a gaping hole formed by the blast from some sort of magic spell. They were wearing elegant clothing that has almost completely fallen apart over the years and the smell in this room is wretched. Through some of the rotted holes in the bones, there is a glimmer of silver within the skeleton's clasped hand.

This is a magically enchanted chain, seemingly unbreakable, and is part of the Amulet of Flame.

There is also a sack of coins tipped over on the floor and bits of silver and gold are scattered all across the area. There is 322 gold and 744 silver if the players take the time to collect it all. In addition, the sword that the dead body still holds is magical. It is a **Scorch (NDMT2)**.

TO THE RIGHT

The door to the right opens to a small hallway whose floor is a set of iron grates rather than solid stone. On the wall is glowing text similar to the other hallways:

“Unlike the stars in the heavens, our flame will never burn out.”

At the far end of the short hallway is a set of double doors made of thick ornate metal. The decorations on it are quite lovely and resemble a roaring fire. These doors lead to a controlled inferno.

THE HELLISH GRATES

DESCRIPTION

The floor of this sixty by thirty foot room is a massive iron grate similar to the hall you just passed through. It is divided into six distinct sections, each twenty feet by ten feet. Every twelve seconds, three of these sections erupt with flame. It is easy to determine where the flames will erupt, for the floor glows for the few seconds beforehand. When the flames emerge, they reach all the way to the ceiling which is a full twenty feet above the floor.

Hanging up near the ceiling of the room are thick chains that are running along a pulley system. The chains echoing off the chamber walls is deafening and causes creatures more than a few feet away from each other from being able to hear. Hanging from these chains are bulky hooks intended to hold large slabs of metal as there were superheated by the flames. As it stands, the chain still moves but there is nothing left to be heated in these vicious flames.

On the far side of the room is a large set of double doors with a valve off to the right.

Any creature caught in the flames when they erupt immediately takes 6d6 fire damage. The valve on the far side opens the door, but takes a solid 20 seconds of turning even for the strongest of individuals to open the doors enough for someone to squeeze through.

A map to this area can be found above labeled - **The Hellish Grates**.

A BURNING SURPRISE

As the party steps through the area, their footsteps echoing loudly off the grates below, they detect movement from the flames beneath them. After the next burst of flame, fire elementals are scattered about the room, lingering where the flames were a moment ago. They immediately move to attack the party.

Roll for initiative.

The number and types of elementals depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 5**
 - 6x Small Fire Elemental (**NEB1**)
- **APL 6**
 - 8x Small Fire Elemental
- **APL 7**
 - 1x Fire Elemental (**MM Pg. 125**)
 - 2x Small Fire Elemental

The elementals disregard the flames that erupt from the grates completely, but the players will have to constantly maneuver or be cooked by the immense heat. Once the elementals have been defeated, the players will have nothing left to stop them from carefully opening the far doors via the valve.

THE LAVAFALL

DESCRIPTION

Just through the doors is a large hook sticking up out of the floor that follows along a narrow track until it meets a slope of actively flowing lava twenty feet down the hall. This slope is approximately twenty-five feet long and when the lava reaches the bottom, it flows down below the stone and disappears. At the top of the slope is a flat stone walkway, but you will have to find a way to get past this flowing lava to reach it.

The walls of this area are made of stone and the passage itself is about 15 feet tall and wide. The stone is not perfectly smooth and can be climbed, though doing so is incredibly dangerous for falling is likely lethal.

At the top of the slope is a lever that closes the flow of the lava and allows other to climb up without difficulty once the ground has had some time to cool, but at least one person still needs to reach the top before the path can be made safe.

The path continues on for a few hundred feet. Multiple rooms branch off of this main path, some simply alcoves but others are entire workshops. This is where blacksmiths would pull molten metals and work them into fine armor and weapons before sending them off to the armory a bit further up. These workshop areas are almost entirely cleaned out with only a few tools and scraps left behind.

ARMORY REMNANTS

At the far end of the path above the lavafall, is an armory that once housed all of the amazing creations forced in the temple. Unfortunately, it seems most of it was taken when the temple was abandoned, and what is left is largely unusable due to age. That being said, there are a few items that have survived the test of time and your players can take advantage of this.

- 1x Large Elemental Shard - Fire (**NDMT2**)
- 1x Cloak of the Renowned Champion (**NDMT2**)
- 1x Scroll of Fireball
- 1x Scroll of Wall of Fire
- 2x Potion of Fire Breath

Past the armory is still one more door. It is a fine iron door that is locked and has had a few shelves hastily shoved in front of it to try to conceal its location, but if anything it only draws more attention to it. Even though the door is locked, it has become weakened from the extreme heat on the other side of it and can be broken down with enough force, or a player trained in Thieves' Tools can succeed on a DC 15 check to pick the lock.

THE AMULET BASE

DESCRIPTION

Opening this door reveals a slow swirling whirlpool of lava roughly twenty feet across. Down fifteen feet, near where most of this lava funnels down into the floor and disappears, is a three foot square platform of obsidian with a tiny round object sitting upon it, gleaming in the heat of the flames. Hanging from the ceiling is a large hook and a broken steel chain.

The object down on the platform is the base of the amulet that needs to be combined with the ruby and the chain. Your players will need to find a way to retrieve the amulet base by whatever means necessary. There is no right or wrong way to do so and it could be something as simple as mage hand given the distance. Have your players make whatever skill checks are necessary for their chosen strategy.

UNLEASH THE ELEMENTS

Once all three pieces are gathered, they can be assembled to form the **Amulet of Pure Flame (NDMT2)**.

Once the amulet is assembled, the players must return to the obsidian submarine and take it back to the Sanctum of Fire. When they step out of the submarine, they will immediately notice that the large sealed door in the room has lava running through the cracks of its design. The runes that protect it flash with great intensity and licks of flame periodically erupt, some of which lash out at far as twenty feet.

As the player wearing the amulet approaches the door, the lava grows more intense, surging into the room at the base of the doorway. Slowly the door begins to melt away. It sinks into this pool of lava at the base which never seems to grow in size despite the fact that the door is disappearing into it. After one minute, there is nothing left of the once massive doors and the lava cools and turns to smooth stone.

Suspended in the newly exposed alcove beyond is a large sphere of flame. It is perfectly round, though a few strands of flame occasionally find their way out of its grasp and quickly disappear. The light it produces is far more powerful than an ordinary flame, illuminating the entire sanctum and causing the party's shadows to tower on the walls.

ASHMAW, THE GUARDIAN OF FLAME

Shortly thereafter, runes begin to go alight one by one at the center of the room. Each of them is a magnificent blue color and as they continue to spark to life, eventually forming a circle. When the last of the runes awakens and the circle is complete, a pillar of blue flame extends from floor to ceiling in this area. A shadow starts to move from within the flames, but it is not particularly large, only a bit taller than an ordinary human.

The flames disappear abruptly as a sword slices through the edge of the wall of fire. Left standing in the center of the room is a creature clad in so much armor than none of its physical characteristics show through. It stands at nearly seven feet tall and holds a mighty longsword in one hand and a shield in the other. The armor and weapon are both made of the same obsidian that the party has seen all throughout the temple with bits of lava flowing at the connection points.

The shield depicts the face of a dragon with rubies for eyes, both of which glow brightly with power. Its helmet has a set of horns, also similar to those of a dragon, that curl down and rest near the creature's shoulders. When the entity turns to address the party, its blade breaks into multiple segments, with a single thick strand of lava running through the center.

The creature introduces itself as Ashmaw, the Guardian of Flame - a set of armor given life through the essence that lies in the alcove. It is bound to the one that holds the Amulet of Pure Flame, but unlike the other guardians, this one is without a moral code. It is a construct with no guiding principles or thoughts of its own. It is a dangerous weapon, or a powerful guardian.

THE ESSENCE

As mentioned in the beginning, it is up to you to build a hook around the Essence of Pure Fire stored in this temple. It can be a gateway to the Plane of Fire, a source to destroy a relic of great evil, or perhaps its flame is needed to craft an almighty weapon that your players need to save the kingdom. The possibilities are up to you. Think about the history of your world and how something like this can tie in and build an even more expansive universe for your players to explore.

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the entire temple. Feel free to adjust these values.

- **APL 5** - 6,000 XP per player
- **APL 6** - 8,000 XP per player
- **APL 7** - 10,000 XP per player

LOOT

If your players cleared the temple completely they should have received all of the following items:

- Obsidian Gauntlets
- Bottle of Whispers
- Scorch
- Scroll of Fireball
- Scroll of Wall of Fire
- 2x Potion of Dragon's Breath
- 1x Medium Elemental Shard - Fire
- 1x Large Elemental Shard - Fire
- Amulet of Pure Flame
- 3x Ruby Flower (250g each)
- Bag of Coins (322 gold and 744 silver)

All of these items except for the scrolls can all be found in the Magic Items section of this Toolkit. Feel free to adjust the loot as it suitable to your world, as some may not be as magical as others.

THE TEMPLE OF PURE WATER

A DUNGEON FOR LEVELS 6-8

SUGGESTED USAGE

The Temple of Pure Water lies deep beneath the surface of a large lake plentiful with aquatic life, not all of which is friendly. Adventurers may wish to seek out this temple to get to the pure essence that lies within before a malevolent force can do so. Or perhaps they need to commune with a powerful water elemental or gain passage to the Plane of Water or to summon a terrifying tempest. The Temple also contains ancient magical items that could draw in a set of adventurers seeking power.

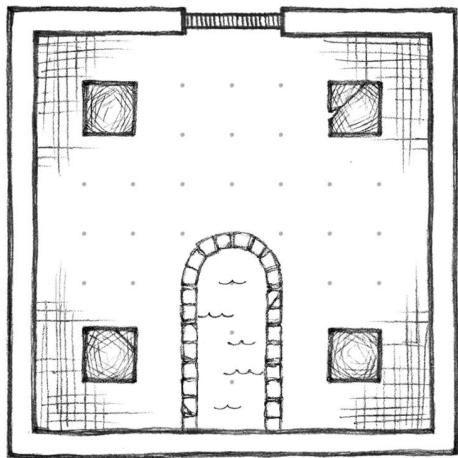
DUNGEON OVERVIEW

This temple contains a sprawling area within a large extradimensional space, allowing it to span miles without interrupting the world around it. When the players finish the temple, they can obtain the essence of pure water that this structure protects. To unlock the door that guards the sphere, your players must assemble the Ring of the Hydromancer, the pieces of which are scattered across three wings of the temple. Each of these wings provide a unique set of challenges for your players including navigating a puzzle within a submerged pyramid, a downhill boat ride while being pursued by sharks, and facing off against elementals while giant waves of water slam over the battlefield.

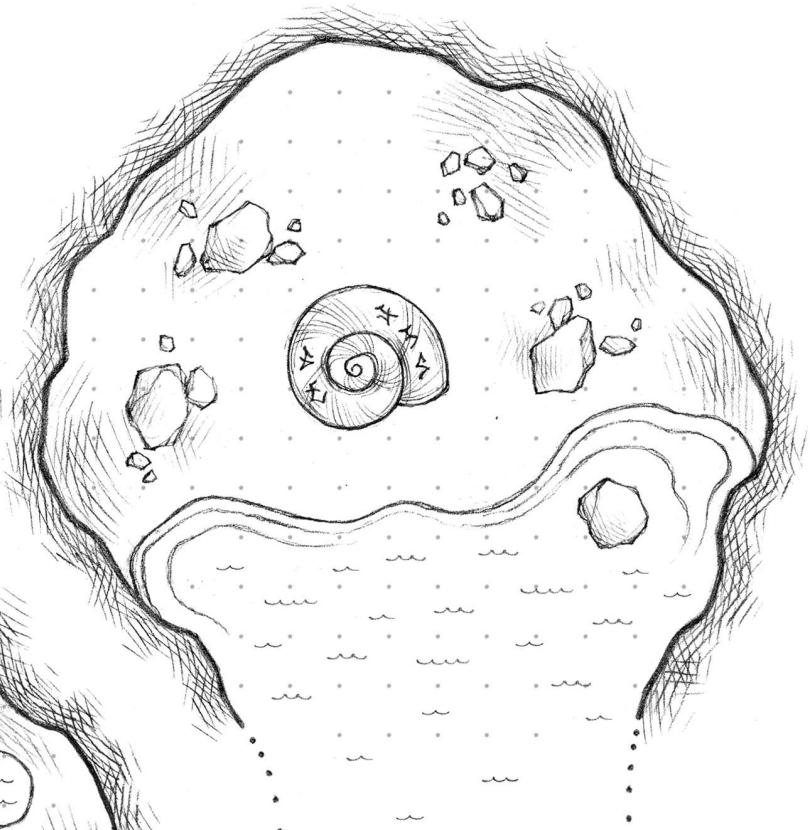
This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in the Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit, which can be purchased for free on DriveThruRPG. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found in the Bestiary at the end of this Toolkit.

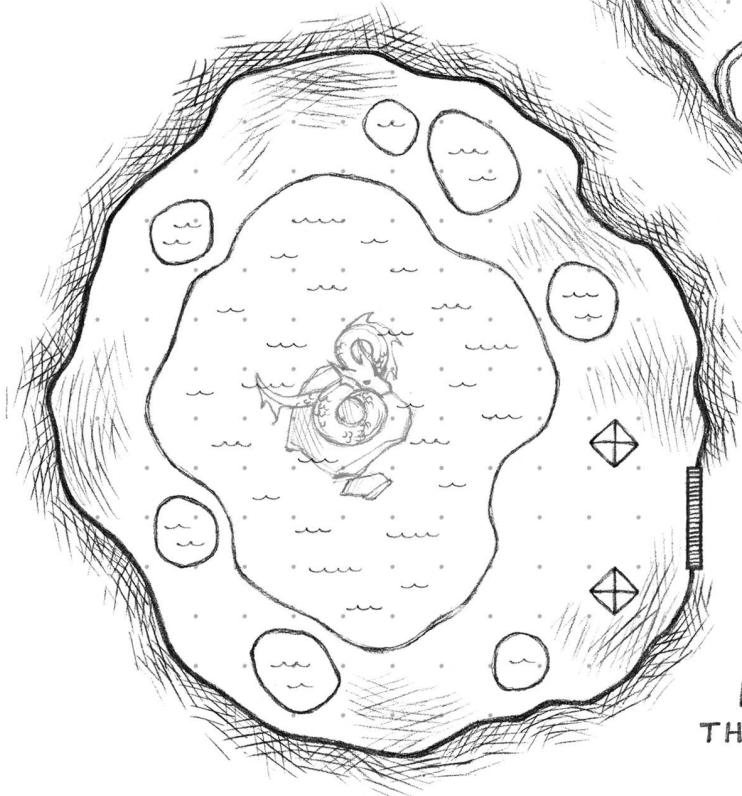
THE TEMPLE OF PURE WATER



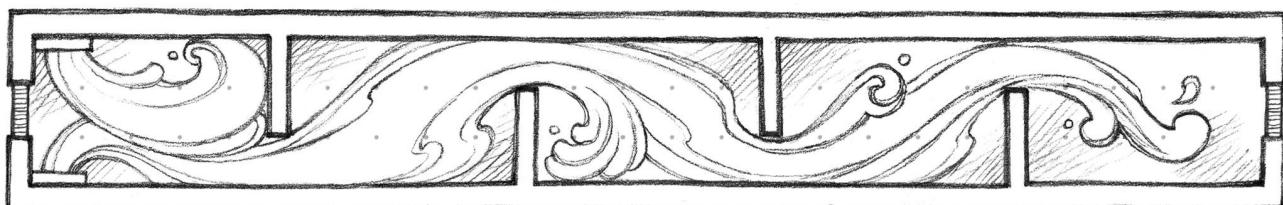
THE FLOODGATES
ROOM



THE BEACHFRONT



DEN OF THE
THE SEA DRAGON



THE HALL OF CRASHING WAVES

THE MAIN ENTRANCE

DOWN WE GO

The entryway to this temple is in a small stone structure that rests at the bottom of the lake. It is quite difficult to see as it is covered in aquatic flora and is deep enough that no sunlight can reach it. There is a barrier at the doorway that prevents water from entering, but this only provides a moment of respite, for to descend into the core of the temple the party will need to get wet again.

On the back wall of this structure is a large tube of water that quickly drops out of sight and into the depths below. Tossing an item into this tube sends it shooting off into the current and over the edge into the darkness. The party will have to jump into this water which immediately grabs them and pulls them downwards, spiraling upside down on two occasions before they are shot out into a pool of water in a large domed chamber. The room is 80 feet wide, but a pool dominates the central 50 feet. The pool itself is over thirty feet deep and the bottom of it is lined with magical runes that spread into the nearby stone and illuminate the pool. This causes the water to shine a brilliant sapphire color. Beneath these runes is the Essence of Pure Water, so make sure the players are aware of their significance and power even if they cannot dispel the runes just yet.

There are three doors leading out of this main chamber, one directly ahead and one on the left and right sides of the pool. Each of these paths are behind a set of heavy wooden doors, but they are not locked and open quite easily. There is no forced path through the dungeon so the players can choose to start down whichever branch they'd like.

THE WESTERN PATH

On the other side of the double doors is a small hallway with the following quote etched into the stone along the wall and glowing faintly:

“Even the gentlest stream can level a mountain given sufficient time.”

At the far end of this hallway is another tunnel of water. The players will have to dive into this tube to continue.

THE FLOOD GATES

DESCRIPTION

After another exciting ride down one hundred feet, you are spit out into a small pool of water. This pool is a mere twenty feet wide in a room that is forty square feet. There is a pillar near each corner of the room that serve as supports and are beautifully decorated. They have thin streams of water running through an intricate track of carvings along the outside. On the opposite side of the room is a large metal door. Besides these features, the room contains nothing of note.

A map to this area can be found above labeled - **The Floodgates Room.**

OPEN THE FLOODGATES

When a creature moves to the metal door and first touches it, the pillars in the room go alight with runes. The water that flows along the pillars begins to overflow and spill into the area at an alarming rate. Three whirlpools form shortly after at separate corners of the room and from these emerge powerful entities that seem to climb out of the stone itself.

Roll for initiative.

The number of creatures and types of creatures depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 6

- 2x Water Weird (**MM Pg. 299**)
- 1x Chuul (**MM Pg. 40**)

• APL 7

- 2x Water Weird
- 1x Ancient Fisherman (**NEB1**)

• APL 8

- 2x Water Weird
- 1x Abomination From The Deep (**NEB1**)

The water in the room rises rapidly - a rate of 3 feet per round. The room is only 15 feet tall, so the party will have 5 rounds before they are completely submerged. After the first round of combat, the entire room becomes difficult terrain. After 3 rounds, creatures will have to start using underwater combat rules.



Once all of the creatures have all been defeated, their bodies fade away to water and the door on the far side of the room opens. The water within the drains away shortly after. Beyond this door is a solid wall of water illuminated by glowing orbs that have been embedded into walls of stone. An additional slot in the wall also opens up when the creatures are defeating, revealing a set of 12 devices that can be inserted into one's nose and throat to give the ability to breath underwater. This should provide useful as the party proceeds to the next challenge.

AQUATIC GARDENS

DESCRIPTION

In this spiraling submerged tunnel is a vast array of beautiful, luminescent platlife. Strange blood red vines coat the walls of the tunnel and shimmer with a pulse of light every few seconds as the plant seems to breathe. Pieces of kelp up to ten feet in length gently wave back and forth across the pathway, constantly changing in color from royal purple, cyan, deep blue, and other cool colors. The rest of the wall is coated with vibrantly colored flowers. These range the full color spectrum and there are dozens of different species present, but each casts out light in some way or another.

This area is filled with an overgrowth of dense plants with various magical properties. Anyone with a background in alchemy or herbalism can easily determine that these could be used to brew some potent potions. They can also tell that these have been free to grow and spread without control for a very long time. Some of these plants grow centimeters a year and have span down entire hallways now. Small motes of light float in the water and webs of luminous fibers coat entire walls. The pathway is a hundred and twenty feet long, spiraling left and right along the way. At the end of this hallway is another set of double doors that leads to the next area. The players can move through this without risk... well except for a few pesky plants:

BLOOD MOON CREEPING VINES

DC 12 Intelligence (Nature) check to identify

These plants coat the wall with a dimly glowing red light that slowly pulses. If a creature touches one of these vines, it will immediately lash out and grab hold of that creature, causing it to become restrained. That creature will also need to make a DC 14 Constitution saving throw against poison or become paralyzed. The creature can repeat this saving throw at the end of each of its turns, ending the paralysis on a successful save. If the creature fails an additional 2 times in a row, it takes 8d6 piercing damage as the plant's vines pierce into its flesh and drains its blood before freeing the creature from its grasp, now sated. While afflicted with this poison, the victim's veins glow red like the plant. These are fairly easy to avoid and will only come into play if a player is curious of these vines and their mysterious glow.

These vines can be used with 50 gold of other ingredients to make a potent poison, but must be carefully harvested.

PSYCHO-LUMINESCENT KELP

DC 15 Intelligence (Nature) check to identify

This kelp waves gently back and forth, taking up nearly the entire path. The longest strands are over ten feet in length and six inches wide near its center. The kelp changes from royal purple to blue to cyan and then cycles back in a cool, enchanting display of colors. They seem innocent enough, but one touch and the curious creature will be assaulted by a horrible psychic attack. The creature must make a DC 14 Intelligence saving throw, taking 3d6 psychic damage on a failed save, or half as much damage on a successful one. Hitting these kelp with any kind of damage causes them to retreat for one minute.

This kelp can be used to make power hallucinogens, but those applications are up to the DM's discretion.

PRISMATIC LUMOFLOWERS

DC 18 Intelligence (Nature) check to identify

These flowers are spread across the walls in vibrant shades of yellow, orange, and green. The petals of these plants are nearly two feet in length and curl out into the path slightly. Whenever a creature moves directly in front of the plant, the petals all shift in an instant and point at that creature, shining a blinding spotlight directly on them. If that creature holds perfectly still for five seconds, the plant will determine they are not a threat and return to its resting state until a new creature approaches. If the creature *does* move, it must make a DC 14 Dexterity saving throw to avoid a beam of piercing prismatic light that the plant unleashes, dealing 3d6 radiant damage on a failed save, or half as much on a successful one.

THE SUBMERGED PYRAMID

DESCRIPTION

This room is seventy-five feet on each side, forming a perfect cube. Jutting out of the floor in the center of this cube is a small stone pyramid with a fifty foot wide base, but beyond this beautifully carved structure there are not any other doors or passageways leading out of the area.

The players will have to conquer the puzzle presented by this pyramid to retrieve the setting of the Ring of the Hydromancer.

SOLVING THE PYRAMID

See **The Submerged Pyramid** in the Puzzles section for details on this puzzle.

When solved, a secret passage is opened at the center of the pyramid. Within this room is a silver ring setting that rests atop a beautifully carved marble pedestal. The ring setting sparks with energy every few seconds and it is clear that this is meant to hold something quite powerful. Hanging on the wall of the room is also a **Cloak of Everflowing Water (NDMT2)**.

THE WAY BACK

Once the ring setting has been retrieved, the party will need to backtrack to the main entryway to continue to the other wings. The water of the tube that brought the party down to this wing is now flowing the opposite direction and allows the players to be guided safely back up to the main chamber.

THE NORTHERN PATH

On the other side of the double doors is a small hallway with the following quote etched into the stone along the wall and glowing faintly:

"We need water to survive. We need aspirations to live."

There is a set of double doors on the opposite end of this hallway.

AQUATIC DESCENT

DESCRIPTION

As you step through the doorway, you feel an anti-magic barrier sweep over you. Your magic items lose their shimmer and if you are a spellcaster you feel your abilities fade away in a manner that is deeply discomforting. There is a fifteen foot wide platform before you that ends in a five foot wide block of suspended water that runs all along the edge of this ledge. As the last of you steps through this doorway, the doors slam shut behind you, forming a perfect seal as there are no handles on this side.

GOING DOWN

The room is fifty feet wide and peering over the edge of the cliff reveals nothing but darkness. If the players use a torch or some other natural form of light, they can reveal that this drop-off continues for 200 feet before it reaches a pool of water that is 20 feet deep. 10 feet below the strip of water that hugs the edge of the cliff is a 15-foot wide sphere of water that is suspended in place. Players can drop through the bottom of the pool of water and into this sphere. They will plunge into its center before coming to a rest. From this location they can see that there are even more strands of suspended water that extend all the way to the bottom of this pit. The next globe of water is roughly 5 feet to the right and down another 15 feet. **They players must succeed on a DC 5 Dexterity (Acrobatics) or Strength(Athletics) check or plummet below (unless they have taken precautions).**

The water at the bottom of the room makes falling deal far less damage than would normally be inflicted for falling from great heights.

Consult the chart on the following page to for details on the rest of the challenges that the players face as well as how much damage a player takes for failing when failing an obstacle.

THE DESCENT

Distance / Fall Damage	Difficulty	Description
160 feet (8d6)	DC 5 Acrobatics / Athletics	Players must jump from one globe of water to another 10 feet below and 5 feet to the side. The players will then need to swim through a tube of water for 30 feet before they reach the next drop.
125 feet (6d6)	DC 7 Perception / Investigation	This is a 20 foot drop into a narrow tube of water. It is hard to gauge where exactly they need to land and the water is wavering slightly, so they must get the timing right and aim correctly.
100 feet (5d6)	DC 10 Dexterity Saving Throw / Intelligence Saving Throw	After dropping down into the tube of water below, they fall into a portion where waves seem to be rolling through. This creates enough force to throw the creature to the next globe of water, but it takes excellent timing and/or quick reflexes to make the jump.
70 feet (3d6)	DC 12 Athletics check	After being launched into the large orb below, the player must immediately make another jump to a cube of water 30 feet below and 15 feet to the side. This is strictly a feat of athleticism.
40 feet (2d6)	DC 15 (Varies)	Sitting in this cube of water, the players can see the swell of water from below. It periodically surges up and forms a massive plume that if landed upon means a harmless fall, but on a miss it is a great deal of pain. Let your players justify how they plan on making this jump and allow them to help each other as necessary.

Once the players have all completed the descent, they can swim over to a small platform at the south side of the room. When the players stand on this platform, they find that the anti-magic zone subsides and their spellcasting abilities are restored. There is also a door here that leads to the next portion of the dungeon - The Hall of Crashing Waves.

THE HALL OF CRASHING WAVES

DESCRIPTION

When the door is opened, it reveals a path that is fifteen feet wide and continues for twenty-five feet before it is obstructed by a ten-foot wide wall that is connected to the left side of the passageway (leaving a 5-foot wide gap on the right side)

Peering down this hall, you see another wall obstructing the path (this time connected to the right side) twenty-five feet ahead of the first wall. This cuts off all view you have on the length of this path and leaves what lies beyond a mystery. The floor is slick with water and a wave rolls down the hall, slowly losing energy until it is a mere sheet by the time it reaches the doorway in which you stand.

This alternating path of walls continue for the full 125-foot length of the hall for a total of 4 walls. Every 12 seconds, a massive waves rolls through and crashes over the pathway, originating from the opposite end of the hall. Once this water has passed through, it almost immediately disappears as it drains away into small gaps on either side of the path. The only portions that remain safe from the brute force of these waves are those sections directly behind the alternating walls, so the players will have to move from wall to wall or face the wrath of the waters.

When a creature is hit by one of these waves, it must make a DC 15 Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage and is knocked prone as it is smashed against the stone wall. On a successful save, the creature takes half as much damage, is pushed 10 feet down the hall, and is not knocked prone.

A map to this area can be found above labeled - **The Hall of Crashing Waves**.

PRESS FORWARD

When the first creature makes its way behind the second wall of the path, a group of water elementals are left standing in the middle of the hall after the next wave rolls through.

Roll for initiative.

The number of elementals and types of elementals depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 6

- 1x Water Elemental (**MM Pg. 125**)
- 2x Small Water Elemental (**NEB1**)

• APL 7

- 1x Water Elemental
- 4x Small Water Elemental

• APL 8

- 2x Water Elemental
- 2x Small Water Elemental

These elementals will do their best to push players into the waves and sweep them away. The large elementals gain an extra ability - Tidal Surge. This requires each player within 5 feet of the elemental to make a DC 14 Strength saving throw. On a failed save, a creature takes 2d10 bludgeoning damage and is pushed up to 10 feet in a straight line. On a successful save, the creature takes half as much damage and is not pushed.

At the end of the hall, there is a doorway leading to the final room in this wing of the temple. To the right of this door are two alcoves that the water is erupting out of when it sweeps down the path. Just above these alcoves are switches that can be flipped down to stop the surges. Keep this in mind during the combat, because if a player moves far enough up the path they will see these switches and be able to stop one of the threats the party faces.

DEN OF THE SEA DRAGON

DESCRIPTION

You enter a room that is far more cavernous than the others you've seen. So far the temple's walls have been smoothed and polished to perfection, but the walls in this room are jagged and laced with flaws. It is cylindrical in shape with a domed roof that comes to a peak over forty feet up. Ten feet on either side of the door are grand stone obelisks that are fifteen feet tall and end with three sharp prongs. In the center of this eighty-foot wide room is a massive pool of still water. A dozen smaller pools of water are scattered through the area but pale in comparison to the central lake. The room is perfectly still and silent beyond the occasional drip of water from the ceiling.

This central pool of water is 70 feet deep and 40 feet wide. The smaller pools of water connect to this main source via a series of smaller tubes. The water is uncomfortably cold, but crystal clear. The lack of light and clarity of the water make it nearly impossible to determine its true depth without jumping in.

A map to this area can be found above labeled - **Den of the Sea Dragon**.

A THREAT BELOW

Lurking down in the waters below is a grand stone statue of a sea dragon wrapped around a tiny shimmering sapphire. This sapphire is protected by a 1-foot wide dome of shimmering glass. This glass is magically enchanted and even a dispel magic spell does not end its protection. The dragon's body is 40 feet long, spiraled and twisted like a serpent as it protects the tiny gemstone at its center. Resting in the dragon's mouth is a shimmering blue orb 4 inches in diameter. The dragon's tail is coiled up around a similar blue orb. Each of these look as if rain is falling within them.

The dome covering the sapphire is impenetrable and the only way to drop the barrier is to take the two orbs from the dragon and place them in the slots at the top of each of the two obelisks. As soon as the first of the orbs has been removed, the door to this room slams shut and locks the players within. The stone of the dragon statue begins to chip and splinter and small shards of blue light bleed out into the water, but it remains motionless.

When the second orb is removed from its slot, the rest of the stone explodes outwards and fills the water with dust, blinding any creatures in the water for 1 round. Even through the dust, it is obvious that there is movement as a current has kicked up in the water as the dragon stirs.

Roll for initiative.

For the sake of ease, this dragon uses the stat block of a Young White Dragon (**MM Pg. 101**) with slightly modified abilities. The dragon is amphibious and can breathe air and water. In addition, the dragon can take legendary actions (the number is determined by the party's APL and listed below), choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Claw.** The dragon makes a claw attack.
- **Recoup.** Roll a d6. On a result of 5-6, the dragon's Cold Breath attack is recharged.

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Target creature in the water is ejected from the pool in a massive sphere of water. It crashes to the ground outside of the water and takes 1d10 bludgeoning damage. The creature must succeed on a DC 14 Dexterity saving throw or be knocked prone as well.
- The water becomes freezing cold as the dragon shakes its shimmering scales. Movement through the water for all other creatures is considered difficult terrain until the next lair action.
- Up to two creatures within 120 feet of the dragon are pushed or pulled up to 30 feet by powerful torrents of water.

The dragon's attacks and abilities are also modified based on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6** - Reduce the dragon's multiattack to only include a bite attack and a single claw attack. The dragon has 1 legendary action.
- **APL 7** - Increase the hit points of the dragon by 38 (4d10 + 16). The dragon has 1 legendary action.
- **APL 8** - Increase the hit points of the dragon by 57 (6d10 + 24). The dragon has 2 legendary actions.

Once both of the orbs have been placed into the obelisks, the shield covering the sapphire will drop and the dragon turns back to stone. In addition, the door unlocks itself again and the players are free to leave.

If the party defeats the dragon rather than deactivating it by placing the orbs into the obelisks, all of the shields drop and the door opens. The players can then take the two orbs along with them as loot. They are each a **Weather Orb – Rain (NDMT2)**.

THE WAY BACK

When the party returns to the room containing the anti-magic zone, they will find that the zone is still active, but instead of large spheres of water suspended in the air, there is now a single tube of water gently curving up the outer edge of the room. The players can hop into this tube and be gently carried back to the cliff up top over two minutes. It is a rather calm and leisurely ride and gives the players a moment to feel some relief after a difficult battle.

THE EASTERN PATH

On the other side of the double doors is a small hallway with the following quote etched into the stone along the wall and glowing faintly:

“Our dreams are as unstoppable and inevitable as the tides themselves.”

There are little streams of water flowing along the edge of this room and it is almost impossible to hear as the roaring of flowing water crashes through the area. Unlike the other hallways, there is no additional door on the far side, it simply opens to a cove filled with water.

WATERFALL ASCENSION

DESCRIPTION

Through the threshold, you can see a twenty foot wide, eighty foot tall waterfall on the far side of the room. The water is crashing down, sending droplets of water all across area, but despite the constant flow, the level of the water in the room remains unchanging. At the top of the waterfall is a large tunnel that twists deep into the stone.

This is simply a challenge for the players to use what resources they have available to ascend the waterfall and reach the tunnels from which the water is flowing. There is no magic dampening, so through the use of spell slots your players may be able to achieve this with ease at the cost of some of their daily resources. Otherwise, have your players make skill checks that are appropriate for their methods of ascension. The rocks near the waterfall are scalable, but they are also slippery, though falling doesn't hurt as much as they will fall into water.

CAVE RAFTING

When the party reaches the top of the waterfall, they are met with a 5 foot wide pathway that continues down a tunnel for a great distance. After 150 feet, the party will notice something quite strange... the water begins flowing in the opposite direction - away from the waterfall. The party can investigate this further, but it is a phenomenon that can only be explained through magic.

Another 100 yards of walking and the silhouette of a boathouse appears in the distance, standing on stilts just above the level of the water. The boathouse starts to gain detail as they approach and it looks rather well held together despite the passage of time and the roaring waters that have been crashing over it. The path ends at the boathouse with a wooden bridge leading from the stone walkway to the building. The only way to continue onward from this point is by getting in the water.

Within the building are various watercraft. There are a few canoes mounted on a wall that each hold 2 people, a slightly larger boat tied up outside that can hold 3 people comfortably, and a large raft capable of holding up to 8 medium sized creatures. The party will have to decide how they wish to proceed – all in one single vehicle or spread across multiple. There are plenty of paddles for everyone within each of the vehicles as well as flotation devices to prevent them from going under if they happen to flip or fall out of their vehicle.

Also hanging on the walls in here are dozens of fishing rods, one of which remains pristine while the others are mostly rotted away. This is a magical item - a **Fisherman's Quarterstaff (NDMT2)**. (Since this is a low level dungeon, I recommend nerfing this to a +1 quarterstaff instead).

GREAT WHITE WATER RAFTING

Once the players begin their journey, they will quickly realize that these paddles are rather futile except for last minute maneuvers, as the current picks up quite swiftly after departing the boathouse. The water begins to drop down at extreme angles and pick up speed, but the curvature of the cave and the water causes it to be fairly smooth... at least until the dark spots appear in the water.

Shadows spring up behind the boats and begin charging forward, closing the gap in no time despite the fact that the boats are moving so quickly through the water. As the shadows reach a single boat length's distance away, grey fins protrude from the water.

Roll for initiative.

The party is under attack by sharks. The number of sharks and types of sharks depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 6** - 3x Hunter Shark (**MM Pg. 330**)
- **APL 7** - 4x Hunter Shark
- **APL 8** - 2x Giant Shark (**MM Pg. 328**)

These sharks will use their great strength to attempt to flip the vehicles. When the sharks do this, each creature in the boat will need to succeed on a DC 14 Dexterity saving throw or be knocked into the water as the boat rocks violently. If every creature in the same vehicle fails this save, the entire vehicle is flipped, otherwise it remains upright through the attack.

In addition to the sharks attempting to flip the boats, the cave is not particularly kind to the players either. On the second and fourth rounds of combat, the boats come to sharp turns in the path and if at least 1 player does not dedicate their action to controlling the boat (or 2 if the players are in the raft), then the vehicle will flip as it slams into the stone at great speed.

Once the battle is over, there is another 30 seconds of rapid traveling through the tunnels before the water finally empties out to a quiet beach.

A SHELL OF A TIME

DESCRIPTION

Before you is a beach that contains fifty feet of sand before it meets a solid stone wall that curls up and caps the room. Sitting on this beach is a massive spiral shell at least thirty feet across. The shell is primarily an off-white color but has portions that shine a brighter pearlescent. There are also blue runes etched into the side of the shell that shimmer on occasion and cause it to light up the cave in a dazzling display.

A map to this area can be found above labeled - **The Beachfront**.

A DC 15 Intelligence (Arcana) check reveals that these are protective glyphs, ready to trigger when a certain event occurs. Approaching the shell, the players can see a mostly translucent barrier that covers the entrance. Moving closer still, a set of words glimmer across this barrier in Celestial. They say, "Those who died defeating this creature will be the very same who defend it from intruders." This is a bit of a warning to prepare the players for what comes next, for as soon as anyone touches this barrier, the dead stir.

Roll for initiative.

These entities rip their way from out of the sands or crawl from the shallows of the water to engage the players. They focus primarily on the person who touched the barrier first, but will attack anyone who threatens the shell that they guard.

The types of creatures and number of creatures depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 6

- 1x Banshee (**MM Pg. 23**)
- 6x Zombie (**MM Pg. 316**)

• APL 7

- 1x Banshee
- 1x Zombie Warrior (**NEB1**)
- 4x Zombie

• APL 8

- 1x Banshee
- 2x Zombie Warrior
- 4x Zombie

Once all of these enemies are defeated, the barrier that prevents entry to the shell fades away. The party can walk within and as they round the first loop they see that the interior of the shell has been hollowed out completely. Sitting on a pedestal in the center of the room is a silver ring band. Sitting on a table behind this are four beautiful sapphire flowers worth 250g each, as well as an **Aquan Quiver (NDMT2)**.

THE WAY BACK

After grabbing the ring band, the flow of the water reverses despite the fact that it is going uphill. The party will need to take the boats back up the path and to the waterfall once again. When they arrive at the waterfall they simply need to jump and they will be fine.

UNLEASH THE ELEMENTS

Once all three pieces are gathered, they can be assembled to form the **Ring of the Hydromancer (NDMT2)**.

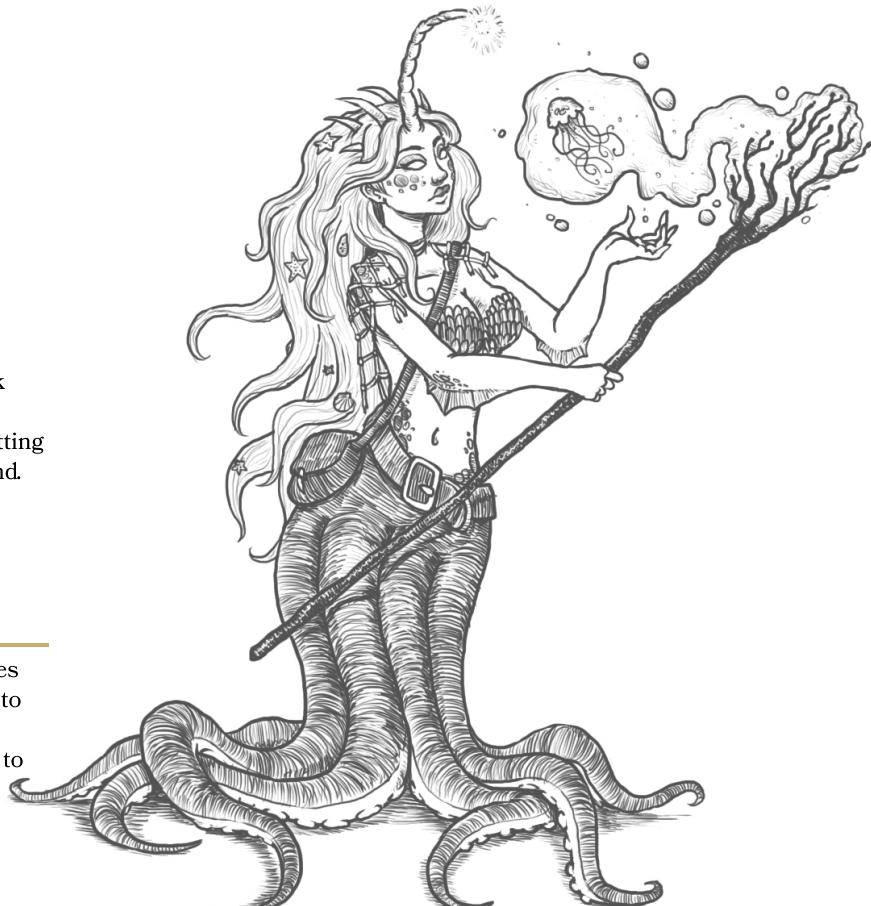
When the ring is assembled, the runes that line the pool in the main entryway all begin to glow vibrantly. They shine bright enough to envelop the entire room with light that wavers from the refraction of the water. After 15 seconds of this shining, growing brighter by the second, the stone at the bottom of the pool slides away and reveals a 5 foot wide sphere of spiraling blue light resting in the depths. This is the Essence of Pure Water.

Shortly after, the water begins to churn wildly as if it were the sea during a powerful storm. Water falls in torrents across the entire area, overflows the pool, and spills onto the floor hundreds of gallons at a time. A 15-foot wide waterspout forms at the center of the pool, just above the Pure Water, and extends to the ceiling as it spirals, throwing water all across the room in massive arcs. The water spout swells, growing one foot a second until it consumes nearly the entire pool of water.

Then, as suddenly as it started, the waters calm. The rain ends, the water spout stops, and the room goes silent.

Hovering just above the water level is a strange merfolk whose bottom half looks like that of an octopus rather than that of a fish. She wields a large staff that ends in coral and has hair covered in small sea creatures and shells.

She looks to the party and beckons them to her.



LYSIDIA, THE HYDROMANCER

The creature introduces herself as Lysidia, the Hydromancer. She is the guardian of this temple, created using the Pure Water; and she is now tasked with protecting it from those who would seek to use it with ill intent. She is bound to the one who holds the artifact that was protected by the temple, in this case – The Ring of the Hydromancer, but will not execute deeds she deems malevolent.

While she may not know much of this world, she is quite clever and perceptive. She asks the party what they would have her do in the case of additional adventurers finding their way to this place – kill them or simply capture them. She also informs the wielder of the ring that they can communicate with her at any time by simply submerging themselves completely in water and focusing on the ring. This will open a telepathic channel and allow them to share a thoughts for as long as the wielder remains submerged.

THE ESSENCE

As mentioned in the beginning, it is up to you to build a hook around the Essence of Pure Water stored in this temple. It can be a gateway to the Plane of Water, a source of power for an ancient artifact needed to stop a villain, or perhaps the water is needed for a powerful druidic ritual. The choice is entirely up to you. Decide if this place is at risk of intruders who would claim it for themselves and whether or not Lysidia will be able to thwart these invaders. Good luck!

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the entire temple. Feel free to adjust these values.

- **APL 6** - 8,000 XP per player
- **APL 7** - 10,000 XP per player
- **APL 8** - 12,500 XP per player

LOOT

If your players cleared the temple completely they should have received all of the following items:

- Cloak of Everflowing Water
- 2x Weather Orb - Rain
- Fisherman's Quarterstaff (+1)
- Aquan Quiver
- Ring of the Hydromancer
- 4x Sapphire Flower (250g each)

These items can all be found in the Magic Items section of this Toolkit. Feel free to adjust the loot as it suitable to your world, as some may not be as magical as others.

THE TEMPLE OF PURE LIGHTNING

A DUNGEON FOR ADVENTURERS LEVELS 7-9

SUGGESTED USAGE

The Temple of Pure Lightning is unique compared to the other temples because it can be located anywhere in your world. I personally prefer it to be beneath a major city that your players have visited many times. Have its location be a secret that is kept by the powerful elite and they are only willing to give it up in exchange for a favor.

Adventurers may seek this temple out for a number of reasons. The lightning that stirs within can be used to power constructs or to raise a city's technology above all others if its people can learn to harness and utilize it. Within the temple are powerful weapons that could be used to end wars before they begin. These can be a good tool to segway into higher tier campaign arcs. There are also plenty of ancient magic items down in the temple so the allure is there for anyone seeking power for difficult fights that may lie ahead.

DUNGEON OVERVIEW

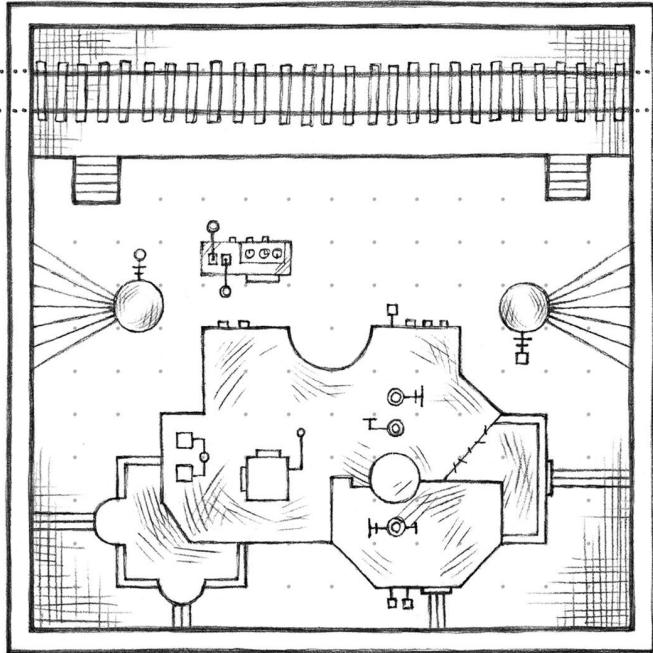
This temple is the largest of the four as it contains a minecart system that sprawls multiple miles beneath the surface, some paths leading to rich veins of ore and others to a secret testing area. Deep within the temple is a sphere of lightning, a pure essence that holds great power. You can choose to have this essence of pure lightning be significant to your world and your story, or remove it entirely and replace it with a magical artifact or an ancient tome. The choice is yours! The runes that protect this essence can only be disabled by one wearing the Crown of the Storm Herald, the pieces of which are scattered across the temple.

While the other temples have contained three distinct wings, each with their own challenges, this temple is a sprawling underground world that the players must conquer in sequence before reaching the minecart system and navigating their way through aetherspawn infested tunnels to reach their ultimate destination. The temple contains eternal storm-clouds, electrocuted floors, massive ancient weapons of war, and rooms filled with arcing bolts of lightning. All of these challenges your players will need to overcome if they hope to reach the Essence of Pure Lightning.

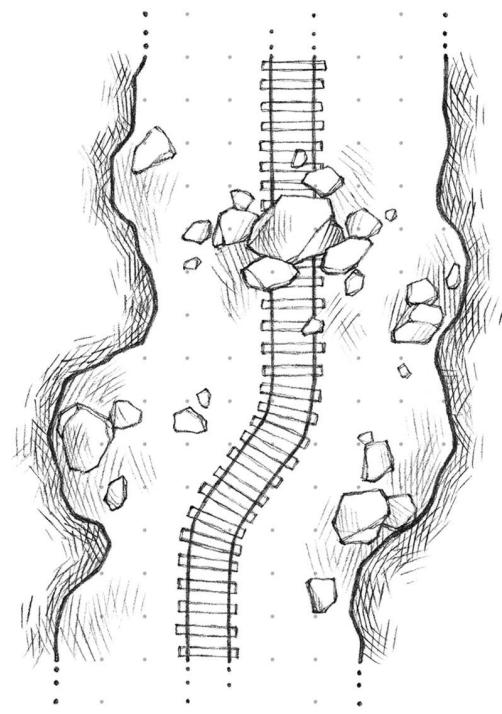
This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in the Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit, which can be purchased for free on DriveThruRPG. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found in the Bestiary at the end of this Toolkit.

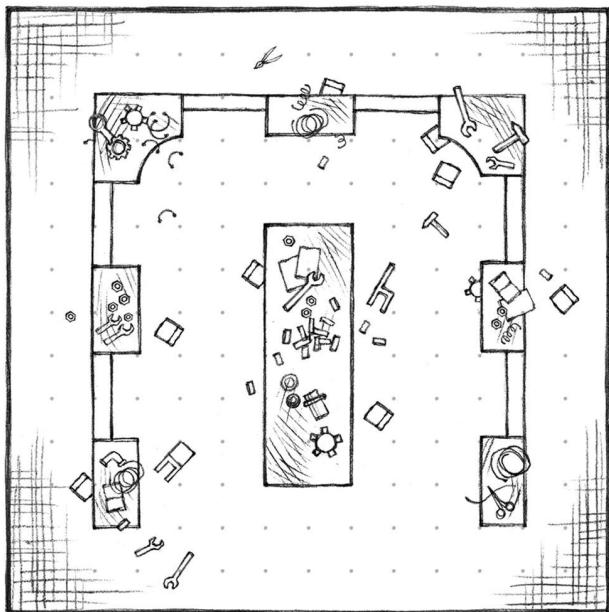
THE TEMPLE OF PURE LIGHTNING



THE GENERATOR ROOM



THE MINESHAFT



THE WORKSHOP



THE PERPETUAL
STORM ROOM

BIGGER IS BETTER

The most distinctive feature of the temple of lightning is its size, especially in comparison to the other temples. This temple was a workshop churning out devices capable of leveling castles and these weapons had to reach the surface somehow, so the main doors are gargantuan in size and controlled by literal tons of gears and machinery. A set of huge rails lead up to the door and end at the tunnel the players must take to get down to the temple. Fortunately, the main doors remain open, though they are incredibly difficult to find without knowing their location.

DESCRIPTION

You step through the massive double doors into the main room of the temple. The ceiling here is forty feet high and the path splits in two, though the one of the right is completely blocked by a small mountain of collapsed rubble. The stone over here seems deeply unstable and it is unclear how far down this tunnel the collapsed stone extends. The path to the left remains open, hulking railroad ties running down the center of a thirty foot tall carved tunnel. Electric lights are fixed to the wall and keep the temple brightly illuminated. The open path continues straight for a bit before dipping down and out of view.

THE FIRST FLOOR

After following the tracks for a hundred yards down its sloped path, the rails come to an end at a set colossal closed metal doors. A huge area that opens up to the right of this, however. There are a number of ramps leading down to the track and stairs leading up to a room dominated by a hulking mechanical device. The track continues deeper into the stone, but the passageway has been shut off for now since the power is off. In order to proceed, the party will need to get things up and running again.

THE POWER GENERATOR

DESCRIPTION

*Just off the railway is an ancient structure of unfathomable complexity and power. It is covered in glowing orbs as small as an inch in diameter or as large as a foot across. Metal wires span like spider webs from node to node, some affixed to the device and some mounted to the wall or hanging off of poles jutting out of the stone. Interconnected gears and shafts run all along the central device, some as large as five feet in diameter. The main portion of the device is over thirty feet wide on each side, but the full expanse of the wires and nodes is much larger. At the top of the device is a spiraling metal tower with rings around the outside. Hundreds of these metal wires are attached to this and run directly into the stone of the wall.

Inscribed upon the front of the device is the following text: The spark that shall create a revolution.*

A map to this area can be found above labeled - **The Generator Room.**

POWER ON

This is the device that provides power to the entire facility. To get it running again and gain access to the rest of the temple, the party will need to scale the structure using a mix of athletics and acrobatics. Fortunately, there is a diagram near the base of the device that visualizes the startup sequence.

THE DIAGRAM

- **Switch 1** - A large switch near the base of the machine with two figures pulling down on it.
- **Switch 2** - An access panel is tucked away uncomfortably behind some pipes. There is also a set of snapping metal plates that are labeled with a hand and a cross over it as a warning to not stick limbs into the device.
- **Valve 1** - Features a pipe running along the side of the device twenty feet off the ground. There is a small valve on the outside of this pipe that must be turned.
- **Valve 2** - 40 feet off the ground, within a tube hanging from the ceiling, is a final valve that must be turned. A set of scaffolding is drawn next to the diagram as a way up.

Scribbled beneath these instructions the following text is angrily scribbled: *"Who the hell thought this process was a good idea?"*

THE PROCESS

- **Switch 1** - There is a switch on the ground level attached to a metal box, but the switch has become jammed over the years. It requires success on a DC 20 Strength (Athletics) check to move. Give advantage or lower the DC if your players find additional leverage or use creative solutions such as a grease spell.
- **Switch 2** - The second switch is hidden behind a set of sliding metal plates. Based on the images on the diagram, there is a panel that gives direct access to the switch, but it is locked and the key to this panel is nowhere to be seen. Your players can pick the lock on the panel with a DC 15 Dexterity (Thieves' Tools) check to access the switch without risk. Otherwise, someone must succeed on a DC 15 Dexterity (Sleight of Hand) check to quickly flip the switch or take 3d6 bludgeoning damage as the plates smash together on their arm.
- **Valve 1** - There is a valve on a pipe about 20 feet off the ground. A player must scale the machinery with a DC 13 Strength (Athletics) check to reach the valve. A result of 5 or less results in a fall and 2d6 bludgeoning damage. When the valve is turned, it gives off a light shock and the creature turning the valve must succeed on a DC 13 Dexterity saving throw or fall and take 2d6 bludgeoning damage. This lever is quite stubborn and requires a strength score of at least 10 to flip, so a spell such as *mage hand* won't get the job done.
- **Valve 2** - This valve is at the end of a large tube that hangs from the ceiling. It is 40 feet above the ground. There was some scaffolding that was used to reach it before... but it has since collapsed, so they will have to find a creative method up to the pipe. They can use a rope and pull themselves up or climb along the device itself. Simply have that player make the necessary check and take fall damage on failures. The switch is invisible until the creature gets up high, so using spells to flip this switch is difficult as well.

LET THERE BE LIGHT

When the last of the valves is turned, there is one more large switch next to the instruction panel that needs to be flipped. It is about three feet across and takes multiple creatures to budge, but when it is done, the temple comes to life.

Lightning sparks and arcs across the room, pulsing through the rings around the pole at the top of the device. Additional lights turns on, some of which oscillate through the area. The set of doors that were closed in front of the tracks open up with a deafening grinding sound.

AWAKENING THE SLUMBERING

Unfortunately, the noise is loud enough to wake creatures that have been slumbering in the machine, feeding off of its residual electricity even while it is in its dormant state. In a flash of wind and lightning, air elementals begin to appear from out of the device and attack the party.

Roll for initiative.

The number and types of elementals depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 7

- 1x Air Elemental (**MM Pg. 124**)
- 2x Small Air Elemental (**NEB1**)

• APL 8

- 1x Air Elemental
- 4x Small Air Elemental

• APL 9

- 1x Air Elemental
- 6x Small Air Elemental

Once the elementals has been dispatched, the party notices something out of place. A small, unsuspecting box has become lit up as four separate lights shine on it, each a different hue. There is a little lock on the front of the box that can be easily broken. Within is the base of the Crown of the Storm Herald and a set of **Spark Cubes (NDMT2)**. The crown has a small recess at both the front and back where the other two components fit into place, but those will be found further in the temple. This crown is required to access the Essence of Pure Lightning at the end of the temple, so assembling the pieces is critical.

When the party heads back to the railway, they will find that a piece of stone has slid away and reveals a walking path for humanoids that avoids the tracks and takes them further into the temple. If the party tries to take the tracks, they will find that there was a massive collapse at some point and the passage has been completely blocked off.

THE CHARGED TILES

After nearly five minutes of walking down this hallway, the party finally arrives at another door. Opening it up reveals a rather large room that seems to be a lounge of sorts for workers. The only problem is that the protective plating that once spanning the center of the room has been shattered and worn away, exposing some deadly electrically charged tiles beneath.

The party will need to solve **The Charged Tiles** puzzle to get through this area and to the door on the far side. Please consult the **Puzzles** section of this toolkit for information on The Charged Tiles puzzle. (If your players are not fans of puzzles, feel free to leave this out!)

Once the puzzle is complete, the party can go through the door on the far side of the room that spirals down and takes them down to the next floor of the temple.

THE SECOND FLOOR

CONSTRUCT ASSEMBLY

DESCRIPTION

*This room is massive - over two hundred feet in length and a hundred feet wide, though most of this area is unnavagatable due to the massive amount of shelving, workbenches, and half-assembled constructs that are scattered throughout the area. There are dozens of twelve foot high metal shelves, but these do not come close to touching the forty foot high ceiling. Each row of shelves has a rolling ladder to allow the retrieval of parts higher up. Intricate and precisely made parts are stocked away in nicely organized and labeled boxes all throughout the area.

Most of the workbenches are arranged in a U-shape at the center of the room with arms, legs, and heads of unfinished constructs strewn about on top of them along with all of the other parts that were left behind when the temple was abandoned. There are over a hundred constructs in the area, ranging from small birds up to hulking entities that match an ogre in size. Numerous carts are positioned around the area, most still loaded up with spare parts.

On the far side of the room are a set of double doors that are currently open. Off to the left of the room is a powered lift that would take completed constructs up to the train station above. Along the right wall is a sign that is lightly glowing with the text: "Like the lightning, our lives are but a flash that can leave an impact never to be forgotten."*

Be sure to emphasize the large carts scattered through the area, because these are significant to solving a later puzzle.

A map for the combat in this area can be found above labeled - **The Workshop**.

LOOMING CONSTRUCTS

As the party makes their way across the room, they are forced to navigate between shelves and workbenches. There isn't a single area more than ten feet wide that isn't obstructed by some piece of equipment or a construct. When they reach the center of the room, one of the bird-like mechanical creatures in the room begins to stir and sparks to life. Its eyes go red for a moment as it turns to look at the party and immediately a bolt of lightning burst from its body and zaps over a dozen other constructs, chaining through them until it has traversed the entire room. Some of the constructs hit by this bolt of lightning begin to stir.

Roll for initiative.

The number and types of creatures depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 7**
 - 1x Radiant Stalker (**NEB1**)
 - 2x Storm Raven (**NEB1**)
- **APL 8**
 - 1x Radiant Stalker
 - 3x Storm Raven
- **APL 9**
 - 2x Radiant Stalker
 - 2x Storm Raven

All creatures listed above are constructs, even if that is not in their base stat block. These creatures gain the following traits:

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

In addition, the radiant stalkers shoot bursts of lightning and deal lightning damage rather than radiant damage.

ADDITIONAL AREAS AND SUPPLIES

Once combat is over, the players have a chance to more thoroughly search the area which is divided into smaller sections. These sections include the following:

- Armory
- Repair
- Assembly
- Spare Supplies
- Charging Station

In the Armory, the players find a **Shock (NDMT2)** shortsword and **Boots of the Electromancer (NDMT2)**.

In the area labeled Charging Station, the players find two ten-foot tall coiling obelisks with lightning constantly arcing between them. There is a ten foot wide metal platform between the two and lightning latches onto the floor before dancing along and finding the other obelisk. This lightning is constant, and anyone who moves in between the obelisks take 3d6 lightning damage.

The other areas are mostly just spare parts for constructs, spare strips of metal, bolts, screws, etc... Feel free to have a few mithril or adamantine bars in some of the supplies if the party performs a thorough search, or even consider adding some rarer metal that could be used to craft a specialty magical item. If you choose to not use the Essence of Pure Lightning, this could contain a rare artifact that the party came here to find.

THE ZAP CANNON

When the players are finished in the Construct Assembly area, they can move through the doors of the far side of the room.

DESCRIPTION

The next room even larger than the workshop and is dominated by a colossal cannon. The barrel of this weapon is over 20 feet long and it points at a nearby wall, though the weapon is on a rotatable base and attached to a large railway that spans the area. Next to the cannon is a small crane that is currently holding a crate. On the side of the room opposite the cannon are a number of target ranges with horrifying scorch marks on the thick metal plates. At the end of the 300 foot room is another set of large double doors with a large lever off to the side.

On the base of this weapon is the text: "Zap Cannon Prototype - Use Caution!". On the right side of the device are a few levers that adjust the cannon's direction and a button covered by a pane of glass with the label "Fire" written beneath it, but these do not work at the moment. Just next to this button is another glass case that is sealed. It holds a small diamond shaped crystal that pulses every few seconds. This is the second part of the crown, but the zap cannon only fires if the crystal is still in place, so the players cannot remove it until they have fired the cannon or they will be forced to put it back.

At the back of the cannon is a large cubic object that is clearly detachable. This is a battery that has lost its charge. It is of a different color and a different metal than the rest of the cannon and there are four large clamps holding it in place against the back of the cannon. When a player gets close, a small bit of lightning jumps from the metal box and gives them a painless zap. When the players disengage the clamps, the battery falls to the ground with an echoing bang as it weighs over three hundred pounds.

Next to the cannon is the crane. A creature with an Intelligence score of 13 or higher can figure out how to operate the machine with 10 minutes of study and practice. The players can use this to lift the battery off the floor and place it on one of the carts from the other room.

If the players flip the switch at the far end of the room, they are met with the sound of loud grinding and then a massive crash as a piece of metal snaps and collapses on the other side. The door is sealed shut and must be blown open with the cannon for the players to proceed.

RECHARGING THE BATTERY

The players need to fire the zap cannon, but to do so they first need to recharge its battery! The players will need to remove the battery from the back of the cannon and then use the crane to pick it up and place it on one of the many carts from the previous room. Afterwards, the players must roll the battery back to the charging station and place it in between the obelisks for ten minutes to allow it to regain enough power to fire the cannon. They have to be careful rolling it back, as the battery gives off constant sparks. Have the players take an occasional 1d6 lightning damage if they move the cart without a rope, a chain, or some other way to provide distance.

When the battery is back at the cannon, they will need to use the crane again to pick it up and move it into place as the other players lock the clamps. Once again, if the players are not taking some precaution against electricity, everyone who attaches a clamp takes 1d6 lightning damage. Once the clamps are reengaged, the cannon groans to life and lights all along the weapon turn on.

MAKE A PATH!

With the battery back in place, the players can use the levers on the side of the cannon to aim it across the room and at the jammed door. When the button is pressed, the room goes dead silent as every creature's hair stands on end. The air just seems to disappear for a moment and the temperature of the room rises by a full ten degrees as the end of the barrel begins to glow. The light continues to build and shine for three seconds before a beam of energy bursts from the barrel and streaks across the room in a flash. Any creature looking at the cannon when the shot goes off must succeed on a DC 15 Constitution saving throw or be blinded for ten minutes.

Where once there was a door at the far side of the room, there is now simply a tangle of metal and rubble. Now that the path forward has been cleared, the party can retrieve the glowing crystal from the side of the cannon and place it in the Crown of the Storm Herald. Afterwards, they can scale the rubble and move to the next portion of the temple.

MINECART MADNESS

THE STATION

DESCRIPTION

As you crest the pile of rubble, you see an area dominated by tracks weaving across the floor and disappearing into tunnels at the edge of a large station. Hundreds of carts populate this area, some still filled with iron ore. Many of these are linked together in large chains with a strange looking cart at the front that holds a cube similar to the one that was attached to the zap cannon. Large signs hang over the tunnels leading out of the station, they read: "Iron Mines - Areas A-F", "Mithral Mines - Areas G&H", and "Experimental Magics Testing Area (Authorized Personnel Only)". There are a few smaller buildings in the area. One of them has "Lightning Fast Feasts!" written on the front, another reads "Shock and Awe Tavern", and the final simply reads "Banking and Payments." This area is lit up with beautiful lights of all colors, attempting to draw customers to each of the establishments

Resting on the tracks with some torn cloth is a necklace that glimmers in these scattered lights. It has a bit of blood splattered on it, but it is clearly magical. This is an **Amulet of the Storm Caller (NDMT2)**.

REMAINING SUPPLIES

The building labeled *Banking and Payment* was emptied in a hurry, but there is an iron vault door within that seems to have withstood the test of time. If the players break their way through this door via magic or brute force, they are rewarded for on the other side are six topaz flowers worth 250 gold each and 6,775 gold split in platinum, gold, silver, and copper.

INTO THE MINES

The party needs to head to the Experimental Magics Testing Area to get to the next key event. They can do so easily by hopping in one of the chains of minecarts. The cart at the front has a few levers that when switched cause the entire set to move down the track at a steady pace.

The party can explore the iron mines, but they are merely tracks that split down various paths and head to iron veins in various state of harvest. Heading down the path to the mithral mines can be a bit more lucrative, but it seems most of this precious metal has already been mined and harvested, though there are still some veins of raw ore the party could find a way to monetize! Eventually, they will need to make their way to the Magics Testing Area to obtain the final piece of the Crown and the Essence.

AETHERSPAWN ASSAULT

This particular set of track is much longer than the others and contains no branching paths. After about three minutes of travel, the tracks up ahead becomes blocked by boulders and forces the carts to stop their advance or risk smashing again the loose stone. The obstruction will only take about ten minutes to clear by hand, but when the players approach the rubble they are attacked by a set of Aetherspawn that have been lurking down in the temple.

A map to this area can be found above labeled - **The Mineshaft**.

These creatures are intelligent and are desperate to gain access to the Essence of Pure Lightning. They wish to feed on its power and use it to create more of their kind. The party can promise to let the aetherspawn feed on these energies when they have unlocked the passage, but this may have repercussions down the road. Otherwise, the aetherspawn simply attack, as they are protective of the other elemental energies that reside in this temple.

Roll for initiative.

The number and types of aetherspawn depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 7

- 1x Aetherspawn Rift Walker (lightning) (NEB2)
- 1x Aetherspawn Spellblade (lightning) (NEB2)
- 2x Aetherspawn Guardian (lightning) (NEB2)

• APL 8

- 1x Aetherspawn Rift Walker (lightning)
- 2x Aetherspawn Spellblade (lightning)
- 2x Aetherspawn Guardian (lightning)

• APL 9

- 1x Aetherspawn Paragon (lightning) (NEB2)
- 2x Aetherspawn Spellblade (lightning)
- 2x Aetherspawn Guardian (lightning)

Once the creatures are defeated, the party can either continue on foot or clear the path and continue via the cart. After another few hundred yards of travel, the party reaches a smaller station with a door that leads to the next area. The door is locked with a magical seal that can only be broken by someone who approaches while wearing the Amulet of the Storm Caller found in the minecart station. Once this is done, the door becomes unlocked for one minute and everyone can pass without issue.

EXPERIMENTAL MAGICS TESTING AREA EVERLASTING LIGHTNING

Once the party passes through the doorway, they are presented with another lengthy walk down a narrow hallway. After about a minute of travel, there encounter a room on the right side of the hall. It is filled with bookshelves that are all bare. There are a few pieces of blank parchment lying on the floor along with some quills and ink that were left behind, but all of the documents that were once stored here have been taken. Feel free to have a single book left behind in the corner somewhere if you want to add an extra hook to the dungeon for somewhere else in your world. You could also have a few spell scrolls in here if you give your spellcasters some extra resources. **There is also a key hanging on a hook in this room that the players will need to access the next area.**

A bit further down the hall is a locked thick wooden door. The players will need to use the key from the side area to unlock it and proceed. Once they swing the door open, it is clear why the door was locked.

DESCRIPTION

Beyond the door is a dome shaped room 120 feet in diameter. In the center of the room, hanging from the ceiling is a 30 foot long coiled rod with a metal sphere at the end. From this sphere, lightning arcs at sporadic intervals to fifteen foot tall metal rods that are scattered throughout the room. These rods seem to be absorbing the energy and sending it into the floor, but about half of these rods are broken and when lightning strikes them it explodes in an arcing burst. On the opposite side of the room is another wooden door.

TRaversing THE ROOM

With how the rods are scattered and how many are broken, it is impossible to travel across the room without being exposed to at least two bolts of lightning (unless the players use magical travel). When a creature is struck by one of these bolts of lightning, it takes 4d12 lightning damage. However, if the party locks hands as they travel, they can move as one and distribute the shock across all of them, lessening the impact on any individual. If they use this method, each creature takes only 1d4 lightning damage when they move across each of the exposed areas.

There are other means the players can use to traverse this room of course. Be sure to reward them for receiving little or no damage if they are creative in their solution!

THE THIRD COMPONENT

When the party reaches the door on the far side of the room, they must again use the key to unlock it and proceed to another long hallway. Immediately to the right, just past the door, is a stairwell that spirals up and back towards the room they just crossed. After climbing over a hundred stairs, the path finally opens up to a laboratory area. Scattered through the room are various half-finished devices with wires dangling from them. Some intricate, but also unfinished, constructs are present as well.

The true item of note is at the center of the room. Sitting on a pedestal is a tiny glowing blue cube. Every one to two seconds it flashes brightly and runes along the pedestal pulse with energy that leads into the floor. It is unsafe to simply take the cube with the amount of power it produces, so the players must transfer it to its slot on the crown as swiftly as possible. Every turn a creature holds the cube, it takes 1d12 lightning damage. When the cube is inserted into the crown, it changes from periodic flashes of energy to a constant glow and runes along the crown go alight with energy. In addition, when the cube is removed the the pedestal, the lightning stops sparking in the room below so the players can make a safe return trip.

With this cube and the crystal from the zap cannon, the **Crown of the Storm Herald (NDMT2)** is complete, but the party must still find the final door to access the Essence of Pure Lightning. Once they have the cube, the players can go back downstairs and continue down the hallway. It extends for a hundred feet before yet another locked door is waiting for them.

PERPETUAL STORM CLOUDS

DESCRIPTION

As you open the door, you are presented with a room the same size as the one you just passed through, but rather than raw lightning flashing through the area, it is instead filled with dozens of dense, black storm clouds that slowly drift around. There is thunder ringing and lightning flashing in the clouds and rain drenches the floor. Directly in front of you is a 15-foot wide dome that appears to be made of glass, barely visible as rain cascades down its edges.

Players can pass through this dome with ease, its shape warping slightly as if they were stepping into a large bubble. In the center of the dome is a small floating orb. When this orb is pushed, the dome goes with it and protects the people within from the perils of the room - most of them anyway. If a creature tries to move through a storm cloud without the protective bubble, it takes 1d12 lightning damage for every 5 feet it travels.

A map to this area can be found above labeled - **The Perpetual Storm Room.**

A SHOCKING ATTACK

As the players are working their way across the room, movement flashes in one of the storm clouds - a massive serpentine shadow that sparks with energy. Moments later, a similar burst of movement happens in front of them, a long slender bodied creature streaking through the area with swift movements. The clouds stir around the party as they wait. Have the players make a Wisdom (Perception) check against the Dexterity (Stealth) roll of a Behir (**MM Pg. 25**). On a success, they notice the behir that is now clinging to the ceiling thirty feet over their heads, its mouth open and ready to unleash its lightning breath. If no one succeeds, the behir gets a surprise round of combat.

Roll for initiative.

Your players will always fight a behir in this combat, but its stats are and abilities are modified depending on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 7

- Reduce the Behir's hit points to 126 (12d12 + 48).
- Reduce the damage of its Lightning Breath to 38 (7d10) and reduce its save DC to 14.
- Reduce the damage of its constrict to 13 (2d6 + 6) bludgeoning damage plus 13 (2d6 + 6) slashing damage.

• APL 8

- Reduce the Behir's hit points to 147 (14d12 + 56).
- Reduce the damage of its Lightning Breath to 44 (8d10) and reduce its save DC to 14.

• APL 9

- No changes

The party cannot spread out much unless they expose themselves to the storm, and the behir uses that to its advantage. If your players are injured badly coming into this fight, consider giving them resistance to the Behir's lightning breath attack thanks to the defensive properties of the bubble, as it can be quite the deadly attack. The creature hits hard, but action economy should make sure your players deal with the Behir quickly. If you have a larger party (5+), consider giving the behir a Legendary Action Bite attack as well.

With the behir slain, the party has some freedom to explore the room. At its center is an orb glowing on a pedestal that is alight with dozens of runes. This is a **Weather Orb - Lightning Storm (NDMT2)** and when your players take this orb, the clouds in the room dissipate over the next minute.

THE ESSENCE OF PURE LIGHTNING

On the far side of the room is yet another of these wooden doors that requires the key to open. When the players swing it open, they are presented with a sphere of sparking energy trapped within a large dome similar to the one they used to traverse the previous room. The dome pulses with protective runes that can only be removed by the Crown of the Storm Herald, which should be fully assembled by now.

When a player wearing the crown places a hand on the dome, the runes all shine brightly for a few seconds followed by a powerful blast of blue lightning that streaks down from the ceiling and strikes the orb with incredible force. Everyone in the room is temporarily blinded and deafened from this blast, but it fades over the next thirty seconds or so. Once the party can see again, they find that the orb is now free of the protective dome. The Essence of Pure Lightning, a floating ball of pure energy, sits sparkling in the center of the room.

TELNAR, THE STORM BRINGER

After the dome has been unprotected for about a minute, the air starts to crackle with energy. Little sparks start to appear throughout the room and snaps of power ring throughout the space. These snaps grow louder and more frequent until it becomes a deafening crackle. The sparks grow more intense and vibrant in color as the volume increases and eventually start to form a rift behind the orb.

Just as it seems the room will no longer be able to tolerate the noise and energy pulsing through it, a creature steps through the rift of sparks and the room goes suddenly still. He stands at nearly twenty feet tall, holding a shield in one hand and a sparking scimitar in the other that is the size of an average human adult. He regards the party with curiosity before spotting the player wearing the Crown of the Storm Herald, at which point he gives a deep bow. He introduces himself as Telnar, the Storm Bringer, and offers his aid.

Telnar is a creature of immense strength and will bend to the party's wishes as long as they can be interpreted in a way that will help keep the essence safe. He will not destroy the essence, but he can seal the Temple and defend it from anyone else who enters or he could even take it with him to another plane for safekeeping. He can be used to ask questions about ancient magics or even as a guide that can take the party to other planes.

THE ESSENCE

The essence is surrounded by an aura of energy as the interior sparks with uncontrollable energy. Even growing near to the orb causes all of the hair on a creature's body to stand on edge and small painless strands of lightning to dart from their bodies to the essence. A creature that attempts to touch the sphere of energy directly must succeed on a DC 15 Dexterity saving throw or take 32 (5d12) lightning damage and become paralyzed for one minute. On a successful save, the creature takes half that much damage and is blasted back 10 feet instead.

Your players should be well aware of the dangers of this orb as they approach. Players risk death if they touch this sphere of power unprepared, but don't hold back if they choose to be reckless with their actions.

As mentioned in the beginning, it is up to you to build a hook around the Essence of Lightning stored in this temple. It can be a gateway to other planes, a source of power for an ancient weapon that was constructed here, or perhaps as some sort of object for mass teleportation via lightning. The choice is entirely up to you. Decide if this place is at risk of intruders who would claim it for themselves and whether or not Telnar will be able to thwart these invaders. Good luck!

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the entire temple. Feel free to adjust these values.

APL 7 - 9,000 XP per player **APL 8** - 11,500 XP per player
APL 9 - 14,000 XP per player

LOOT

If your players cleared the temple completely they should have received all of the following items:

Spark Cubes Shock Boots of the Electromancer Amulet of the Storm Caller 1x Weather Orb - Lightning Storm Crown of the Storm Herald 6,775 gold (Scattered across all currency types)

- 6x Topaz Flower (250g each)

These items can all be found in the Magic Items section of this Toolkit. Feel free to adjust the loot as it suitable to your world, as some may not be as magical as others.



THE TOMB OF TARRAKETH

A DUNGEON FOR LEVELS 7-11

SUGGESTED USAGE

The Tomb of Tarraketh has been hidden away for centuries, sitting in the middle of an orcish burial ground deep in the wilds. The archway leading to the tomb is menacing and signs written in blood scattered throughout the burial grounds promise a painful death to any who would disturb the dead. Legends of this tomb have existed for generations, warning of the havoc that could be caused if the right group of orcs were to find it. Local lords would want it destroyed to keep their lands safe, the church would want this powerful evil exterminated once and for all, and treasure hunters would seek the magical items that certainly still rest within its walls.

DUNGEON OVERVIEW

This is the Tomb of Tarraketh Sorrowsong, though he later became known as Tarraketh, Lord of Sorrows. He was a powerful orc warlord who pledged his allegiance to a demon lord to turn the tides of an ancient war amongst tribes. With his newfound power, he crushed all enemies in his path. Afterwards he continued to grow his influence and power by obeying the wishes of this demon. *Use this as an opportunity to plant seeds for a higher level arc for your characters. This demon lord could be influencing the world still and have a new set of followers that are operating in secret. Perhaps after the players have destroyed the resting place of its loyal followers, the demon grows upset with the party and creates obstacles for them down the road... or offer them a deal for its own amusement.*

When Tarraketh's strength began to fade in his age, his followers decided they would devise a way to restore his youth. It took many years, but they created a beautifully crafted structure complete with sacrificial chambers, traps, and even the instruments required to extract one's soul from their body. Tarraketh's soul was removed and his body placed in a rune enchanted sarcophagus. Hundreds were sacrificed and their blood used to slowly restore vitality to the warlord's withering body. When the restoration was nearing completion, a group of heroes arrived and slew the remaining orcs within. They were so injured from battle that they perished as well, leaving the tomb's location lost for centuries - Tarraketh on the brink of a return to power.

Many of Tarraketh's followers took their own lives when their lord fell, willing to be resurrected via their lord's strength when he returns to power and wanting to keep their bodies maintained at their peak strength. Other followers have been preserved through magics, ensuring that only those worthy of seeing Tarraketh's body ever manage to reach it as they burst from coffins to protect their lord.

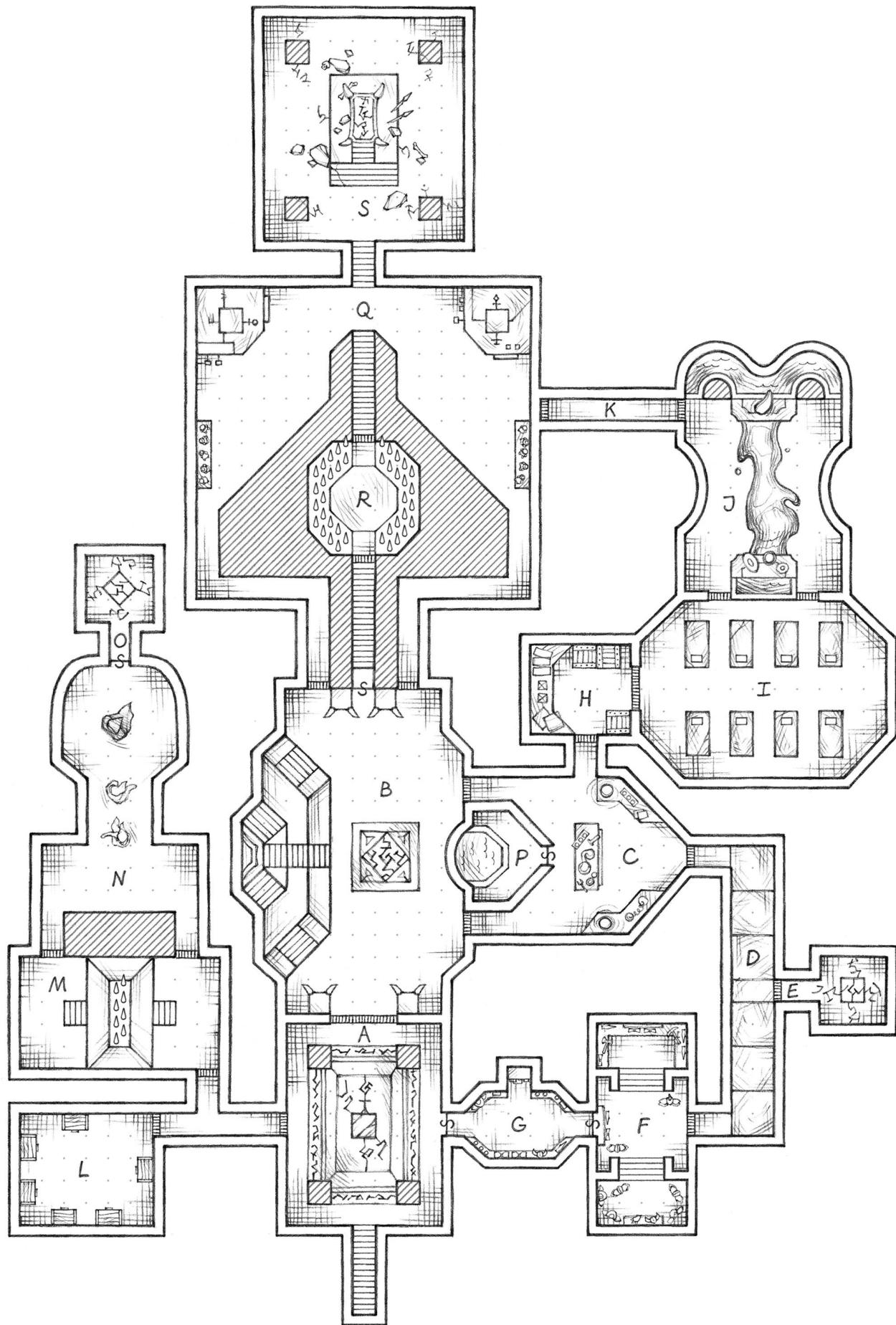
This is a trap heavy dungeon intended to push players to their limits. They will be offered promises of power in exchange for sacrifice. They will be subjected to magics that will warp their minds and bend them to both hatred and depression. Demon-blood orcs will attempt to end them and the undead will rise from their chambers to defend their long-dead lord. This dungeon is intended to be a high-lethality, so be warned before sending your unprepared players to their doom!

Additionally, this is a lengthy dungeon expected to take *at least* eight hours to complete. (It took my play test group roughly 13 hours). It is a difficult dungeon with numerous combat encounters weaved in with traps throughout the dungeon and pushes past the recommended daily encounter limit in an effort to strain your party's resources and make them feel drained and helpless by the time they reach the final fight. This danger is intentional, so don't be surprised if your players meet their demise within the walls of the Tomb of Tarraketh.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in the Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in Nerzugal's Game Master Toolkit, which can be purchased for free on DriveThruRPG. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found in the Bestiary at the end of this Toolkit.

THE TOMB OF TARRAKETH



[NODE A]

A GRAND ENTRANCE

Beyond the external doors to the Tomb is a wide stairwell leading thirty feet down before coming to a set of double doors. Inscribed on this fine wooden door in a simple phrase written in orcish:

Only the faithful shall return from this place.

DESCRIPTION

Pushing these doors open reveals nothing but darkness. No torches magically spring to life, nothing leaps out to attack you, and no sound beyond the slight squeak of the door can be heard. This room is quite large with a ceiling that extends up twenty feet. Four massive stone pillars are evenly spaced through the room with a beautiful black, blood red, and navy blue carpet laid out between them. At the center of this decorative rug and the room itself, is a six foot tall block of marble with an inscription upon it in Orcish:

*A lifetime of conquest and slaughters, our lord, he is perfect
Tarraketh, the Lord of Sorrows, and we - his loyal subjects*

*Visitors beware, for we have made the ultimate sacrifice
Now our power is boundless, so heed this advice*

*Turn back now and spare yourselves a horrible death
For none but the faithful may see the Tomb of Tarraketh*

Along the walls are detailed works of art displaying a towering figure shrouded in black and blue robes and a legion of orcs behind it. On another wall are the fiery remains of an orcish village and a silhouette of this figure in the background, dominating the landscape with its shadow.

Another wall features humans and elves being sliced down - the colors are vivid and violent in nature. The art is almost abstract in nature, giving just enough details to capture the raw emotions of these scenes and leaving the rest to your imagination to fill in the blanks.

There is a door to the west and a door on the north side of the room, but only the one leading north can be opened at the moment which leads to **The Blood Altar [B]**. There are magical runes protecting the door to the left that prevents it from being opened, though a dispel magic spell can remove this binding spell from this door and allow premature entry. This door leads to **The Gallery [L]**. No fear, this simply throws off the flow of the dungeon slightly. **Ordinarily, this door opens after the Orb of Sorrows has been placed on its pedestal.**

[NODE B]

THE BLOOD ALTAR

DESCRIPTION

This room has a beautiful carpet at its center and a multi-level stairwell to the left that leads up to an altar draped in lovely red velvet. On the edges of the room are four large stone tombs that are sealed shut with dozens of chains each. These containers are seven feet tall, three feet wide, and decorated with orcish and abyssal inscriptions. Two doors are on the far side of the room and two more are on the right.

A creature that can read Abyssal or Orcish can discern that these are tombs that belonged to loyal followers of Tarraketh:

- Kor'gal Bonecrusher
- Leshar Spinegnarl
- Mor'gar Dreadblade
- Zornath Bloodscream

There are actually three doors on the north side of the room, but only the two on the left and right are visible to the players. The door on the right opens when the Orb of Sorrows is put on its pedestal and leads to the right half of **The Soul Extractor [Q]**. The door on the left opens when the Orb of Hatred is placed in its proper spot at well and leads to the left half of **The Soul Extractor [Q]**.

The door in the center remains hidden from sight until the Orb of Sorrow and the Orb of Hatred have both been placed on their respective pedestals. Once this is done, the stone slides away and reveals an ethereal barrier between the other two doors. The players can see down the passageway and the stairwell beyond, but moving through the barrier is impossible. This pathway leads to **The Spiked Crossing [R]**.

In order for the characters to pass through this center threshold, they must have their souls extracted via the Soul Vessel Creation device. (**See The Soul Extractor for more details**).

There are two additional doors on the east side of the room. These both lead to **The Laboratory [C]**, but the way forward is locked until the *Blood Offering* is complete.

THE BLOOD ALTAR

The altar has a large curved dagger and a hatchet sitting upon it and a bowl-shaped recess at its center. Thin lines run down the stairwell from the altar, leading to the edges of the room and beyond into the other portions of the tomb. Also sitting on the altar are four black candles. When the players light one of these candles, the chains on the containers on the edges of the room all snap loudly and the stone lids slide away. Black liquid pours out and coats the floor, revealing an orc standing in each of these stone boxes that is ready to kill.

THE HIGH GUARD OF TARRAKETH

The four former high guard of Tarraketh look the same as they did hundreds of years ago and being suspended has not detracted from their ferocity. Each of them is at least six and a half feet tall and are covered in scars from multiple battles. Along their arms are also multiple scars where they cut their own bodies to give their blood as a tribute to the Lord of Sorrows.

Zornath is a spellcaster and wears flowing black robes with a royal purple trim. His head is shaved bald and he has war paint that covers most of his face and extends up and over his head and trails all the way down to the center of his back. His eyes are black and fierce and his body is coated in dozens of scars from self-inflicted wounds used in his dark spellcasting.

Leshar is adorned in fine scale mail and wields a longbow made of wood that has been stained black and is much thicker than a traditional bow. At her sides are two weapons with curved blades to allow them to reach around shielded enemies. She is female, but holds strength that surpasses all but the most brutally powerful of male orcs and her tactical abilities are exceptional.

Kor'gal wears black chain mail with accents of dark blue in the form of spikes that have been hammered into the armor. He wields a deadly maul with a horn that once belonged to a rival warlord embedded on either side of the weapon, though this is mostly for intimidation rather than any sort of additional combat effectiveness. He bulges with muscles that stress the armor, but the veins that are visible in his arms are black in color. He is the tallest of the group, towering at seven feet tall.

Mor'gar has lighter armor and wields a painted round shield and a serrated longsword. While he is strong, he relies on speed to dodge and deflect most attacks. His armor is painted, but lacks the exotic adornments of the others, but he does have multiple piercings and rings on his ears, nose, and even on his tusks.

The types of creatures that represent the various members of the high guard depends on your party's APL. See the beginning of the module for information on determining your party's APL. Despite the ordinary race of the creatures listed below, for the purpose of this fight they will all of course be full-blooded orcs.

- **APL 7**

- Zornath - Demonblood Orc Bloodcaster (**40 hit points**) (**NEB1**)
- Leshar - Demonblood Orc Hunter (**NEB1**)
- Kor'Gal - Demonblood Orc Berserker (**NEB1**)
- Mor'Gar - Demonblood Orc Warrior (**50 hit points**) (**NEB1**)

- **APL 8-9**

- Zornath - Demonblood Orc Bloodcaster
- Leshar - Demonblood Orc Hunter
- Kor'Gal - Demonblood Orc Berserker
- Mor'Gar - Demonblood Orc Warrior

- **APL 10**

- Zornath - Demonblood Orc Bloodcaster
- Leshar - Deadly Hunter (**NEB1**)
- Kor'Gal - Demonblood Orc Berserker
- Mor'Gar - Demonblood Orc Warrior

- **APL 11**

- Zornath - Demonblood Orc Bloodcaster
- Leshar - Deadly Hunter
- Kor'Gal - Demonblood Orc Berserker
- Mor'Gar - Hobgoblin Warlord (**MM Pg. 187**)

If the players don't attempt to light the candles and instead attempt to perform a blood sacrifice using their own blood, the altar does not approve of the blood of a non-believer. The blood evaporates the moment it touches the bowl and a sharp pain tears through the body of the person who made the offering. That creature takes necrotic damage equal to their level as the blood in their veins seems to boil. Once this happens, the candles go ablaze on their own and the containers around the room break open to reveal the high guard as combat begins.

BLOOD OFFERING – CREATING URGENCY

Once combat has ended, the party will need to make a tribute at the altar using the blood of one of these high guards, for they are loyal followers of Tarraketh even into their death. Once the sacrifice has been made, the thin lines that run down the altar and out of the room begin to glow lightly. The doors leading out of this room to the east and south are opened... but the main entryway doors to the tomb slam shut and are sealed with magical runes.

The wall behind the altar lights up with a new set of text that was previously invisible. In orcish it reads:

The trial has begun. Prove yourselves true believers or be sacrificed to the Lord of Sorrows. Beneath this text is a hourglass of a deep navy blue and slowly beads of light drip down into the lower portion. The players have eight hours to reach Tarraketh's tomb or the entire dungeon is flooded with a deadly poison that will kill everyone in a matter of minutes.

[NODE C]

THE LABORATORY

DESCRIPTION

In the center of this room is a large table with numerous alchemical items sitting upon it. There are half a dozen potions, various non-perishable ingredients, empty vials and stoppers, and a few small boxes. That being said, the primary item of focus is an ornate bowl that sits at the center of this table. Magical runes are carved into the sides of it and they pulse every few seconds – first navy blue, then blood red. The bowl is filled with a strange black liquid.

Sitting on the shelves that line the edges of the room are hundreds of candles. The only thing beyond candles resting on these surfaces are two orbs that are glowing slightly. These orbs are eight inches in diameter and are filled with swirling colored smoke. One is blue and the other red.

There is a door on the far side of the room and an additional one to the left but they are both currently closed.

These are the orbs of Sorrow and of Hatred respectfully and are essential to unlocking Tarraketh's burial chamber. See below for more details on the orbs.

On the north side of the room is an unlocked door that leads to the **Temple Supply Room [I]** and the door on the east leads to the **Hall of Falling Tiles [D]** but this door can only be opened when the contents of the ceremonial bowl at the center of the room have been consumed.

DRINK-UP

If someone lifts the bowl on the central table, they will see that it was resting on a stone tablet inscribed with a message in orcish:

If you wish to see the Lord of Sorrows, you must show dedication. You must give in to instinct.

A single character must drink all of the liquid in the bowl. It is a thick black substance that is surprisingly sweet to the taste, almost as if it were a liquid form of black liquorice. If someone sits the bowl back down on the tablet without finishing, the bowl automatically refills as the runes along the outside pulse brightly.

There are no noticeable effects from drinking the liquid until an entire bowl has been consumed by a single creature. Once this is done, that creature will need to succeed on a DC 15 Constitution saving throw or fall unconscious for 1d4 minutes. Either way, they will become dizzy and overwhelmed as their peripheral vision disappears and their sight becomes hyper-focused. That creature gains the following properties for the next 24 hours:

- Its eyes turn entirely black and it has darkvision out to 120 feet.
- It can read, speak, and write Orcish and Abyssal
- Whenever damaged in combat, it must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, a creature must use its action to attack the nearest creature, expending all of its movement to reach a target if necessary. A berserk creature repeats this saving throw at the end of each of its turns, ending the effect on a success and becoming immune to this rage for the rest of combat.

In addition, the door on the east side of the room slides open automatically when the contents of the bowl are emptied.

THE ORB OF SORROW

The navy blue orb is the Orb of Sorrow. Whoever is carrying this orb feels depression take hold of them. Their will to continue onward all but disappears. Colors become muted, faces of friends appear obscured, and even music sounds bland and monotonous. They become paranoid of their own companions and their intentions. They also become unnaturally protective of the orb. They will refuse to give it up unless forced to do so, but once it is out of their hands, the effects of the orb fade immediately.

THE ORB OF HATRED

The blood red orb is the Orb of Hatred. Whoever is carrying this orb is overcome with anger. Their irises become lined with crimson and the entire world turns to shades of red. They are short tempered and quick to lash out. Their mind seems trapped into thinking about the flaws and betrayals of their fellow party members and nothing else. They see anyone who tries to take the orb from them as an enemy and will strike out at them to defend their precious treasure, but once it is out of their hands, the effects of the orb fade immediately.

ADDITIONAL CONCOCTIONS

Some of these potions are powerful and can help the party while others will cause horrible pain and negative effects. These include four ordinary bottles of poison, two potions of pain, and two potions of fury. The poison can be applied to a blade or used to taint food or drink. The potions of pain cause the consumer to take 3d6 necrotic damage or if thrown at a target it must succeed on DC 13 Constitution saving throw or take 3d6 necrotic damage. The potions of fury cause the consumer to go into a terrible rage for the next minute. While raging, a creature must use its action to attack the nearest creature, expending all of its movement to reach a target if necessary. If this potion is thrown at a target, it must succeed on a DC 13 Constitution saving throw or fall under this same enraged effect.

Feel free to throw in additional potions, such as a potions of giant's strength that are rebranded as potions of orcish might.

SECRET PASSAGE

A creature with a passive Investigation of 15 or a creature that succeeds on a DC 15 Intelligence (Investigation) check finds the markings of a secret passage on the west side of this room. There is no discernable handle or key, but the stone has two perfectly straight cracks running down this area. It is sealed by magical means, but the way to open it remains unclear to the players.

This door opens when both the Orb of Sorrows and Orb of Hatred have been placed upon their pedestals and leads to The Pool of Power [P].

[NODE D] HALL OF FALLING TILES

DESCRIPTION

This long passageway is constructed of ten foot wide square pieces of stone, all except for one narrow strip at the midpoint. Connected to this strip is a thick metal door. On the far side of this hallway, the path curves around and continues deeper into the dungeon. Besides these features, the hallway is clear of any decoration.

The metal door leads to **The Chamber of Sorrow [E]** and the far hallway leads to **The Abyssal Armory [F]**.

A TRAP IS SET

When the players reach the midpoint of these tiles, just in front of the metal door, the entrances to the hallway slam shut and the ceiling opens up. Hundreds of skeletal remains rain down on the party. These smash to the ground, then immediately rise, fully assembled and ready for combat. They are scattered across these tiles, at least three on each side of the center location. **Note that one of them has an arm made of flesh rather than bone. This is significant.**

Roll for initiative.

The number of skeletons and type of skeletons depends on your party's APL. See the beginning of the module for information on determining your party's APL. Give the Minotaur Skeletons in this combat the appearance of a hulking orc skeleton (size Medium) with a massive axe and instead of a gore attack it simply attacks with its greataxe. This is to help increase your players' ability to maneuver. Leave the naga as size Large. They only appear for higher levels and your party should be able to more easily handle the secondary challenges of this combat.

- **APL 7**
 - 2x Minotaur Skeleton (**MM Pg. 273**)
 - 8x Skeleton (**MM Pg. 272**)
- **APL 8**
 - 3x Minotaur Skeleton
 - 5x Skeleton
- **APL 9**
 - 1x Bone Naga (**MM Pg. 233**)
 - 2x Minotaur Skeleton
 - 5x Skeleton
- **APL 10**
 - 2x Bone Naga
 - 1x Minotaur Skeleton
 - 5x Skeleton
- **APL 11**
 - 2x Bone Naga
 - 2x Minotaur Skeleton
 - 4x Skeleton

Additionally, the mechanisms holding up these tiles activate along with the skeletons. Whenever a living creature moves on one of these tiles, it begins to sink. The tiles drop at a rate of 5 feet per round as long as a creature is standing on it. If a tile sinks fifteen feet, it will drop into shallow acid and any creature on that tile will take 2d4 acid damage. If a creature stays on that tile for an additional round, the platform is completely submerged. Whenever a creature starts its turn in the acid, it takes 2d10 acid damage. **The skeletons are immune to this damage.**

The nature of this trap poses an additional problem, for if the platform drops down low enough it may be impossible to jump up to one of the others. A creature fully submerged is nearly twenty feet below the nearest platform. There are fortunately hollowed stone pillars that hold up the other platforms, so these pillars can be used by a creature that has become trapped to make their way back to safety.

THE HIDDEN KEY

One of the attacking skeletons has a distinctive feature - one of its arms is made of flesh, or what appears to be flesh. In order to open the door to the **Chamber of Sorrow [E]**, this arm will have to be dropped into the acid below. The acid devours the false flesh swiftly and leaves behind a key that is used to open the door. The trap in this hallway stays active until the door is unlocked, so they will need to stay on the move and constantly switch platforms or risk being submerged.

[NODE E]

THE CHAMBER OF SORROW

DESCRIPTION

This room is quite small at fifteen feet across and the only item visible is a pedestal at the center. This pedestal is four feet tall and takes the form of a small tower with a talon-like set of spikes at the top. Magical runes run down the side of the tower, onto the floor, and over to the walls of the room, spiraling in every direction with a hint of madness. The runes are currently dull and without energy.

THE ORB OF SORROW

Whenever the Orb of Sorrow is placed in the pedestal, the runes running all across the room begin to glow, but at the same time the world seems to go dark. The temperature in the room drops to freezing and all joy is purged from the minds of those within the room. Horrifying memories surge forth and sink their hooks in, holding that dreadful thought in place and forcing the creature to relive it over and over, each passing moment feeling like an eternity.

While the orb is in place, each creature that enters the room or starts its turn in the room must make a DC (10 + (APL/2)) Wisdom saving throw. On a failure, the creature is paralyzed with grief as the real world fades away and it is left with nothing but painful memories trapped at the forefront of its mind. The creature also takes 2d6 psychic damage. A creature that succeeds on this saving throw becomes immune to this effect for 24 hours. The effect ends when they are taken out of the room containing the orb, so other players will be forced to expose themselves to the orb to drag paralyzed allies to safety.

UNLOCKING THE PATH FORWARD

Whenever the Orb of Sorrow has been placed in the appropriate location, the door leading to right half of **The Soul Extractor [Q]** is opened.

[NODE F]

ABYSSAL ARMORY

DESCRIPTION

This room is filled with dozens of sets of armor and hundreds of weapons, most of which have been made useless in combat due to the passage of time. The armor is decorated with spikes, chains, and runes. The weapons are serrated and vicious. These armaments are all finely crafted, but done so in such a way to give them an appearance that conveys chaos and savagery with their jagged, exaggerated shapes. Despite sheer volume of items, the room is still quite spacious thank to some wonderful organization and the use of armor and weapon racks.

MAGICAL EQUIPMENT

While most of the equipment in this room has been partially rusted away as the years have gone by, there are a few pieces that still appear to be in perfect condition as they are magical in nature. This room is a grab bag of any sort of armor or weapon you might need, so think about what your players want for their characters and give them 1-2 items to find scattered across the room. The downside is that all of these items have a certain unsavory aesthetic. Armor that is painted black with jagged spikes hammered into it doesn't exactly scream heroes of the land, so they will have to choose if they want to wear this new equipment despite the negative stigma it may carry.

SECRET PASSAGE

There is a secret door on the west side of this room. If the party has one of the weapons from the high guard orcs they killed at the **Blood Altar [B]**, both the weapon and the door will begin to glow faintly. The only way to open the door is to tap one of these weapons against the stone where the door is located. **A DC 20 Intelligence (Investigation) check can also reveal this door's location and the small runes embedded in the wall next to it. A DC 15 Intelligence (Arcana) lets the players know that some sort of key is required, but the exact details are left obscured.** This hidden door leads to the **Armory of the High Guard [G]**.

[NODE G] - [SECRET] ARMORY OF THE HIGH GUARD

DESCRIPTION

This is a small and simple room that contains armor and weapons of higher quality than the equipment in the other room. That being said, most of them are still so worn down from age that they would be easily damaged in combat and serve no practical use. They are also much more decorated than the other items – inscriptions are etched into the equipment, they contain portions of detailed artwork, and have more finely crafted spikes and chains attached to them. Off to the right side of the room from the door is a solid stone cabinet. It looks similar to the containers the high guard burst from in the room containing the blood altar, but it is three times as wide.

POWERFUL BUT CURSED

This cabinet contains powerful equipment, but is locked behind an intricate key beyond the range of an ordinary lockpick. One of the items in the room is a strange cube coated in letters and squares colored black and white. **See the Cubic Code in the Puzzles section of this Toolkit for information on how to solve this puzzle and obtain the key to this cache.**

Once your players open the cache, give them some powerful magical items of your choosing. I would recommend a partially charged **Abyssal Greataxe (NDMT2)**, but the choice is up to you. If you are feeling particularly generous you can also give them some **Plate Mail of Tarraketh (NDMT2)**. These items are high level and powerful, but also come with irremovable curses that make them far less appealing and will make them far more difficult to sell.

[NODE H] TEMPLE SUPPLY ROOM

DESCRIPTION

This is a fairly simply room containing everything you might expect to find in a place that prepares bodies for burial. It holds spare pieces of marble, chisels, hammers, fine silks, and an assortment of powders, fluids, and potions designed to prevent decay. All of these items are well organized and labeled, scattered across shelves and cabinets that fill this space. On the east side of the room is a large set of wooden double doors that are unlocked.

These doors lead to the **Mass Resting Chamber [I]**.

AN EXTRA CHALLENGE

If you want to throw a bit of extra difficulty at your players, consider having one of these bolts of silk be considered a rug of smothering that will leap out and attack your players if they try to take it with them. This isn't meant to be threatening to the high level players of this dungeon, but might give them an additional reminder to be careful even in the most seemingly mundane parts of this tomb.

[NODE I] MASS RESTING CHAMBER

DESCRIPTION

This chamber contains a dozen decorated stone coffins elevated on slabs of marble. All of these coffins are closed and there is no movement in the room, but the top of these caskets are on hinges and seem quite easy to open. On the north side of the room are two doors spaced fifteen feet apart. On the nearest coffin you can see that the words "Loyal Follower of Tarraketh" are inscribed on the marble base.

The two doors both lead to the **Blood Fountain [J]**.

DEATH FROM ABOVE

Whenever a player touches one of the doors leading out of this room, a rune flashes for a moment and lights scatter across the floor, walls, and ceiling. There is a sound of grinding stone as the ceiling begins to slowly lower and the doors to the room become sealed. It takes about 45 seconds for the ceiling to be completely compressed and anyone who has not found safety takes 16d10 bludgeoning damage.

The way for the players to survive this trap is not to escape the room, but to use observation and react. When the ceiling lowers, it does so in a staggered pattern because it will not crush the coffins that are scattered throughout the rooms. The players will need to open these coffins and reveal the dead within. They can then either throw out the bodies and climb inside or simply take their place next to the remains.

When the ceiling is fully lowered, it smashes flush against the floor and against the tops of the coffins, so your players will be trapped in complete darkness in this cramped space. The stone remains in place for thirty seconds, but an eternity seems to pass in that time. The lingering odor of the corpses is wretched and the air is stale from years of being trapped and still. Finally, the ceiling rises once again and frees the party from their individual prisons.

NOT DONE YET

Once the trap returns to its original location, the room shimmers once again with magical energy. Any remaining creatures in the tombs come to life and begin to attack.

Roll for initiative.

The number of zombies and types depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 7**
 - 4x Zombie Warrior (**NEB1**)
 - 2x Zombie (**MM Pg. 316**)
- **APL 8**
 - 1x Wight (**MM Pg. 300**)
 - 3x Zombie Warrior
 - 2x Zombie
- **APL 9**
 - 2x Wight
 - 2x Zombie Warrior
 - 2x Zombie
- **APL 10**
 - 2x Wight
 - 3x Zombie Warrior
 - 2x Zombie
- **APL 11**
 - 2x Wight
 - 2x Zombie Warrior
 - 4x Ghoul (**MM Pg. 148**)

Once the zombies are defeated, the magic on the room fades and the doors out of this room can be opened once again. Some of the followers were buried with their wealth and if the players take time to search the coffins they will find (APL x 200) gold worth of total wealth in the form of silver, gold, and platinum.

[NODE J]

THE BLOOD FOUNTAIN

DESCRIPTION

At the front and back sides of this room are two pools of blood. Such a vast quantity can only be the result of hundreds if not thousands of living sacrifices. The smell of iron is thick in the air and the sound of the blood gently flowing is calming despite its grim nature. On the northern end of the room are two floor to ceiling pillars that are three feet wide and covered in artwork that is colorized by this blood creeping up and through ridges carved into the stone. The stonework in this room is all stained dark from exposure to the blood, especially a makeshift pathway that leads through the center of the room that is maroon in color, made dark from thousands of bloody footprints.

There is an altar in front of each of the pools of blood, but the one on the far side has far more decoration, including a black key clenched in a mithral dragon claw that is fixed firmly to the altar. On top of the closer altar are a few various sized wooden bowls. They are painted with intricate decorations that must have taken several hours each to craft with such perfection. The only other doorway in this room is to the left of the altar on the far side of the room.

This door leads to the **Hall of Rot [K]**.

CROSSING THE THRESHOLD

Whenever a player attempts to walk through the room and over to the orb on the far side, small slits open in the wall and poisoned darts spray out in a vicious burst. Each creature in the middle 20 feet of the room must make a DC (10 + (APL/2)) Dexterity saving throw, taking 1d6 piercing damage plus an additional (1d4 x (APL-4)) poison damage on a failed save, or half as much damage on a successful save. This trap repeats for each 5 feet a creature travels through the center of the room.

The way the characters can avoid this damage is to coat themselves in blood before making the crossing. The thick blood stains going through the center of the room is their clue to discovering how to solve this trap. They can use the ornate bowls to pour the blood over themselves, covering at least half of their body to satisfy the conditions to cross. A creature covered in blood that passes through the room is left to cross completely unharmed.

THE BLACK KEY

This key is what is required to enter **Tarraketh's Chamber [S]**. When the players have crossed the room, they can try to take the key but find the dragon claw is holding on tightly and won't let go. Now that they are close, they notice that there is a small pouch attached to the claw with orcish writing upon it: *"The dragon demands tribute"*. The players must put at least 50 gold into the pouch (which disappears the moment it is dropped into the bag) for it to loosen its grip on the key. Otherwise, a DC 20 Strength check can pry it open manually.

[NODE K] HALL OF ROT

DESCRIPTION

This 35 foot hallway pours out a horrid stench the moment the door to it is opened. The air through this hall is distorted, as if there were invisible clouds shifting around, but there is no discoloration. On the far side is another iron door, exactly the same as the one that was opened to enter the hall.

STAGNANT ROT

This hallway is just one giant red herring trap. There is no purpose to it except to lead your characters astray and take some extra damage - but it is just one of those kinds of dungeons!

This hallway is filled with putrid, stagnant air that is dangerous if inhaled. If a creature attempts to walk down this hall, they will immediately need to succeed on a DC (10 + (APL/2)) Constitution saving throw or take 4d4 poison damage. A creature will need to repeat this saving throw for every 10 feet it moves through this area for a total of 4 saving throws to reach the far side. A creature that holds its breath or covers its mouth has advantage on the saving throw. Creatures can avoid this all together by causing a strong enough gust of wind to disperse the air or by other creative means.

THE FAKE DOOR

The door at the end of this hall is nothing but a trap. It is locked, but none of the keys in this dungeon fit into the slot. It is quite easy to pick the lock, however. It required success on a DC 10 Dexterity (Thieves' Tools) check, but during that time, the creature picking the lock will need to make 3 additional Constitution saving throws against the poison.

When the door is unlocked, it slams open with brutal force. The creature that unlocked the door must succeed on a DC 15 Dexterity saving throw or take 4d8 bludgeoning damage as they are smashing into the wall. If they succeed and jump out of the way, they see that beyond the door is simply a wall covered in poison dart traps that fire down the hall. There is no avoiding these darts except through the use of some sort of shield since there is no room to dodge. The creature closest to the door takes 1d6 piercing damage plus an additional (1d4 x (APL-4)) poison damage. These darts continue to fire every six seconds until five volleys have been fired or until the door has been closed again.

This room has a chance to be incredibly lethal, especially if someone is knocked unconscious by the trap as they will continue to be riddled with darts. If your party is bruised and battered or if you are just feeling generous, feel free to remove this part of the dungeon.

[NODE L] THE GALLERY

DESCRIPTION

Along the edges of this room after dozens of paintings dedicated to Tarraketh, his rise to power, and the assembly of his army. They tell a story in chronological order, starting to the left of the entryway and curving around the entirety of the room. One painting shows Tarraketh kneeled in the center of a large circle of runes and the top half of a demon lord cast in silhouette in the background. They show his domination over all of the prominent orcish tribes in the region, or at least the tribes that were dominant hundreds of years ago. There are also a few decorated chests in the room, made of fine wood with brass or copper trimming.

THE DEMON LORD

If a creature walks up to the large portrait of Tarraketh when he was first making contact with the demon lord, that creature's mind will begin to twist as they stare into the dark silhouette of this evil incarnate. They will see the creature turn its head and a set of glowing eyes stare at them. A dark hand will piece from the portrait and reach out to grab them. They find themselves paralyzed as they try to struggle or run from its grasp. As the hand makes its way around their throat, have that player make a DC (10 + (APL/2)) Intelligence saving throw, taking (d6 x (APL - 3)) psychic damage on a failed save, or half as much damage on a successful one. Once this damage is inflicted, that creature immediately returns to sanity and realizes that it was just in their mind, but if others approach a similar attack will occur.

TRAPPED BELOW

If a player has a passive Investigation of 15 or higher or if a player rolls a 15 or higher on an (Intelligence) Investigation check, they notice one of the chests in this rooms has been moved quite frequently. There are distinctive marks and scuffs on the floor nearby that show it has been slid back and forth in the same space repeatedly. If a creature succeeds on a DC 15 Wisdom (Perception) check, they will hear the sound of scraping and chittering from beneath the chest. It sounds as if something is trying to escape.

Moving the chest will free swarms of temple scarabs that skitter into the room and attack the party.

Roll for initiative.

The number of scarabs depends on your party's APL. See the beginning of the module for information on determining your party's APL. This is meant to be a fairly easy fight, but put some fear in the players as these creatures try to burrow into their skulls.

- APL 7-8 - 3x Swarm of Temple Scarab (**NEB2**)
- APL 9+ - 4x Swarm of Temple Scarab

OTHER TREASURES

The contents of these other chests are primarily fine silks, most of which have survived the test of time. Others contain scrolls that document Tarraketh's rise to glory, but those have mostly decayed away even with the protection of the chest. In one of these are three scrolls that seem to be in perfect condition. These are spell scrolls that contain the following spells:

- Blight
- Dominate Person
- Create Undead

[NODE M]

THE SACRIFICIAL PIT

DESCRIPTION

You step into a room that smells of blood and decay. Directly across from you is a doorway that seems to have some sort of magical barrier over it, causing the area beyond to be twisted and distorted. To the left, you can see a stairwell that seems to lead down into the floor itself. Near this stairwell is a lever on the wall.

At the center of this room is a large spike pit with drains at its corners. There are still the skeletal remains of over a dozen humanoids, none of which appear to belong to orcs. Two halflings are clearly present as well as the slender frame of an elf and half a dozen humans.

SENTIENT SACRIFICE

Pulling the lever causes two large metal plates to slide out and cover the pit. If the players do this, there will be a flat walkway for them to cross to the other side should they wish to do so. **Unfortunately, when they reach the center of the pit, the lever flips back violently and any creature above the pit must succeed on a DC (10 + (APL/2)) Dexterity saving throw or plummet on to the spikes below and take 3d6 piercing damage.**

If the players choose not to pull the lever, they can get closer to the pit and peer down to see what is inside. There is a small stairwell leading down a bit closer to the spikes on either side, but this is merely a trap. **As soon as someone is on the stairwell, it will fold down and form a slick surface. The creature standing on the stairs must succeed on a DC (8 + (APL/2)) Dexterity saving throw or slide down on to the spikes below and take 3d6 piercing damage.**

[NODE N]

THE HALL OF SILENCE

DESCRIPTION

As you step through the barrier, you experience a strange sensation that causes you to feel off balance. It takes you a moment before you realize the cause of this discomfort - you cannot hear anything. The entire world has fallen completely silent. If you try to speak, you can feel your mouth and tongue attempting to make the words, but there is nothing.

The hallway leading to the room extends forward for fifteen feet before it opens up to a wider area. About halfway into the room are two white marble statues standing ten feet apart. They are roughly six feet tall and turned to stare at each other, one looking away from the doorway so only its back is visible. The other statue is facing towards the doorway and has a blank face – no eyes, no nose, but a mouth that is far too wide filled with razor sharp teeth twisted into a grin. In one of its clawed hands is a heart that has been painted red. The claws pierce into the heart and the crimson coloring bleeds ever so slightly onto the marble of the statue. The other hand is raised up and pointing a long, slender finger at the opposite statue. The rest of its body is covered in robes that are crafted with such skill they appear as if they were once blowing in the breeze and had been instantly petrified.

The closer of the statues, the one facing away from the doorway, is made of marble that is just a shade darker than the other. Without going into the room, the only thing that can be seen of this figure is that it also wears a set of realistically carved robes and that it is holding out an outstretched hand as well, but the fingers of this creature are shorter and thicker, though still ending in savage claws. (The full vision of the statue reveals a face with massive eyes that are completely black and no eyelids to protect them. The mouth on this creature has been viciously sewn shut and strands of thread pierce through the marble to keep it sealed).

Beyond these statues is a large sculpture of Tarraketh himself, towering at nearly seven feet in height and looking even taller as the depiction is propped up on a marble base. The craftsmanship of the statue is too delicate and smooth to be crafted by an orc, but the intricate details make it seem as if this carving could spring to life at any moment. The marble on this statue is dark, almost black, and gives a sinister look even compared to the others which are frightening in their own right. Tarraketh's face is completely obscured by shadows and from a distance it is unclear if the face simply cast in darkness or if it was not carved at all.

QUIET TIME

There is a transparent magical barrier covering the doorways that lead into this room. Stepping through this barrier places a creature under the effects of a magical silence that cannot be broken unless the Aspect of Sorrow is destroyed. On the far north side of the room is a secret door that only opens once the Aspect of Hatred has been defeated in combat. This door leads to **The Chamber of Hatred [O]**.

These two closer statues represent the aspects of Sorrow and Hatred – the aspects that give Tarraketh his power. The closer statue is Sorrow and the further of the two is Hatred.

When the players move within five feet of the statue of Tarraketh, its eyes snap to that creature. The statues of the aspects at the center of the room simultaneously rumble to life and shamble forward to fight, their beautifully crafted robes now appearing to be made of ordinary cloth as they are made animate. **These statues all also snap to life if anyone attempts to damage or destroy them.**

Roll for initiative.

The statue of Tarraketh does not participate in the combat, it merely watches the battle and will clap on occasion when a particularly deadly strike is landed. **Keep in mind that as combat begins, some players may be taken by surprise! There is no sounds, so if a player's back is turned, they will have no idea the statues have rumbled to life unless another players alerts them visually or by a touch.**

No TALKING

Keep in mind the room is under a silence spell, so characters will not be able to communicate. As soon as the statue comes to life, the barriers the players stepped through to enter the room become impenetrable until the statues are destroyed.

Defeating the Aspect of Sorrow causes the silencing effect on the room to end immediately and gives spellcasters a chance to fight as well. Be sure to detail the fact that this statue's mouth is sewn shut when they see it to give the hint that it is the one causing the aura.

These Aspects are heavily modified depending on your party's APL. See the beginning of the module for information on determining your party's APL. These creatures are found under the Aspects of Emotion section of the Bestiary in this Toolkit.

- **APL 7**
 - 1x Aspect of Hatred (105 hit points)
 - 1x Aspect of Sorrow (80 hit points)
- **APL 8**
 - 1x Greater Aspect of Hatred (105 hit points) **(NEB2)**
 - 1x Greater Aspect of Sorrow (80 hit points) **(NEB2)**
- **APL 9**
 - 1x Greater Aspect of Hatred
 - 1x Greater Aspect of Sorrow
- **APL 10-11**
 - 1x Greater Aspect of Hatred (AC 19)
 - 1x Greater Aspect of Sorrow (AC 19)

Once the Aspect of Hatred has been defeated, the wall on the north side of the room slides away and reveals a passage into **The Chamber of Hatred [O]**.

[NODE O]

THE CHAMBER OF HATRED

DESCRIPTION

Similar to the Chamber of Sorrow, this room is quite small and only contains a pedestal at the center. This one is a bit taller and is made up of a series of weapons that have been merged together and form a jagged slot that holds an orb at the top. Magical runes are crafted along these weapons and spill onto the floor and flow in straight lines directly to the edges of the room where they disappear.

THE ORB OF HATRED

Whenever the Orb of Hatred is placed on the pedestal, the runes running down the weapons and across the room begin to glow. The temperature in the room quickly rises to sweltering heat and the heart rates of everyone in the room spikes. Violent urges flash into their minds - thoughts of killing their allies and taking their wealth and equipment for themselves. Past disagreements are revisited through a lens of pure rage and this is enough to cause some to snap.

While the orb is in place, each creature that enters the room or starts its turn in the room must make a DC (10 + (APL/2)) Wisdom saving throw. On a failure, that creature is consumed with rage and must use its action to attack the nearest living thing. A creature that succeeds on this saving throw becomes immune to this effect for 24 hours. A creature that is out of the room can repeat this saving throw at the end of each of its turns, ending the effect on a success.

UNLOCKING THE PATH FORWARD

Whenever the Orb of Hatred has been placed in the appropriate location, the door leading to left half of **The Soul Extractor [Q]** is opened.

[NODE P] - [SECRET]

POOL OF POWER

This door is only visible and can only be opened when both the Orb of Sorrow and Orb of Hatred have been placed on their respective pedestals. Once the orbs are in place, this door will glow faintly.

DESCRIPTION

Pushing open the stone, you step into a rather small room with a ten foot wide pool of dark liquid in the center. It is not blood and not oil - an ichor or sorts it seems. Despite the repulsive appearance, it gives off a pleasant aroma. Mounted on the wall behind this pool is a large stone tablet with extensive orcish writings inscribed upon it.

OBTAINING POWER

The tablet details in great length how those who willingly give their lives to the pool, letting his power fill their lungs and flow through their entire body, and are then returned to life will be granted immense power.

In order to gain the power of this pool, a creature must allow themselves to drown within the ichor. Afterwards, their companions will need to bring them back to life through natural or magical means. Once they do so, that creature will indeed be imbued with additional power.

The creature gains the following traits:

- You receive a +2 bonus to your most defining attribute (DM's choice) and a +2 bonus to Constitution. This may cause those values to exceed 20.
- You have disadvantage on Wisdom saving throws.
- Once per day as an action, you can unleash the Fury of Tarraketh at a creature within 60 feet - You unleash a powerful blast of dark blue energy at the target. Make an attack roll against that creature with a +10 bonus to hit. That creature takes necrotic damage equal to 4 times your character level and you gain temporary hit points equal to half the damage dealt.

There is an additional trait that is hidden to that creature – the demon lord that bestowed Tarraketh with power knows their location at all times and can speak to this creature telepathically at all times. Have this entity be a reoccurring voice, but only speaking up at opportunities that would drive that character down a path towards evil. The demon may also offer that creature a deal for power in exchange for causing some chaos.

These traits can be removed with Greater Restoration, but doing so removes both the positive and negative effects. The demon continues to know the location of the creature regardless and will continue communications.

[NODE Q]

THE SOUL EXTRACTOR

THE RIGHT SIDE - SOUL VESSEL CREATION

DESCRIPTION

You walk through a strange winding hallway before the path opens up into a room containing a strange device. Hanging above this machine is a plaque that reads "Soul Vessel Creation" in orcish. There are dozens of tubes leading into each of the device and runes inscribed all around it. Crystal orbs of every color spiral across the front and sides of the device, flexible hoses curve and twist from one side to the other or sometimes into the wall, and the occasional spark of magic can be spotted jumping from one glass chamber to the other.

There is a prominent interface on the front of the device that contains a small metal door, a large lever, and a smaller round hole that leads into the device and is glowing vibrantly. Above the lever is a label that reads "Extract". It is quite spectacular to behold.

On the wall next to the device are three shelves lined with simple stuffed cloth dolls. They have arms, legs, a torso, and a head with two black button eyes, but no distinguishing features. Over three dozen of these dolls sit on the shelf, staring lifelessly out into the room.

Beyond these few things, the room is fairly empty except for a few spare parts for the device.

EXTRACTION

The doorway that leads from **The Blood Altar [B]** to **The Spiked Crossing [R]** that opened when the Orb of Hatred and Orb of Sorrow were put in place can only be passed through by a creature that no longer contains a soul. The Soul Extraction devices are how the followers of Tarraketh managed to accomplish that requirement.

To extract their souls, the players must each choose a doll and place it onto a little plate beyond the small metal door on the front of the device. They must then place their entire arm into the smaller slot near the lever. All that is left afterwards is to pull the lever. When they do so, their soul is torn from their body and placed into the blank doll.

This takes about thirty seconds but feels like much longer:

Dozens of needles slam into your arm, piercing the flesh from every direction and embedding within the bone. Agony takes hold but your body is paralyzed and you are unable to scream or express emotion with anything but your eyes. As the soul is pulled from your body, you begin to lose your breath. You try to inhale but nothing seems to happen and the sensation of suffocation sweeps over; but after fifteen seconds or so of struggle, you realize that you no longer need to breathe. Your skin turns pale. Hunger leaves you, thirst leaves you, and time itself seems to be suspended somehow. When the process is finished, the door on the front of the device opens and reveals a Soul Doll that looks identical to you.

While a soul is extracted, it exists in this doll and can only be restored with the device on the left side of the room (**Which may not be available to your players yet!**). While without a soul, a creature has the following traits:

- It is considered undead
- It does not need to eat, drink, sleep, or breathe
- It has resistance to necrotic damage
- It cannot be healed

If the doll containing their soul is destroyed, the creature becomes an savage zombie whose mind can only be restored via a Wish spell. If the doll is moved to another plane, the creature falls unconscious until the doll is returned to the same plane.

After their soul has been extracted, characters are free to move through the ethereal barrier that leads toward **Tarraketh's Chamber [S]**, but their Soul Doll cannot go with them. While the character's body passes through without resistance, their Doll is stuck and will need to be stored on the other side of the barrier.

THE LEFT SIDE - SOUL RESTORATION

The left side of this area is almost a perfect mirror of the right side. The devices are indistinguishable except the label above the lever now reads "Restore" and the plaque on the wall reads "Soul Doll Infusion". There are three shelves mounted on the wall of this side as well. It contains only a few dolls - all of which are orcs.

Placing a doll in the Soul Restoration device, putting a hand in the slot, and pulling the lever will restore the soul of that creature. If someone attempts to perform this process with a Soul Doll that is not their own, the soul is rejected by the body and the doll is destroyed, causing the person to which it did belong to become a mindless zombie. The process of restoration takes thirty seconds and feels as if they are waking up from the most relaxing nap of their entire life.

[NODE R]

THE SPIKED CROSSING

DESCRIPTION

Passing through the barrier, you descend a thirty foot stairwell. As you come to the bottom of this stairwell, you see a fifteen foot wide stone platform suspended over a massive pit of spikes that are twenty feet below. A few skeletons lie amongst the spikes. On the far side of the room is a sinister black door that is perfectly aligned with the wall. The ceiling here is twenty feet over the top of this platform and is painted with a scene from a bloody battle between orcish tribes. The walls of the room are perfectly smooth without even a hint of imperfection to be seen.

CROSSING THE PIT

Whenever a creature steps onto the platform, it begins to tilt. It is held in place by a massive ball joint at its center that allows for free rotational movement. The players will need to figure out how to carefully organize themselves to account for the tilt of this platform to cross to the other side.

If they try to run across, they will of course find the far door is locked and the platform will tilt completely in that direction and cause them to slide into the spikes. They can have someone leap out towards the center (as the platform is not too wide) and then slowly the party members can try to balance their weight distribution and create a solid platform. Have your players make checks appropriate to their attempts – typically Strength (Athletics), Dexterity (Acrobatics), but straight Intelligence checks are also valid.

DEATH FROM ABOVE

Whenever a player first touches the door, the ceiling will open up and drop a large boulder on the right side of the platform. This hits with enough force that any creatures on the platform will be launched high into the air and dropped onto the spikes below (unless your players have taken the necessary precautions). Landing on these spikes deals 2d8 piercing damage plus 3d6 bludgeoning damage from the fall. The characters will have to figure out a way to climb out of the pit without hurting themselves further.

Whenever the door is unlocked (via the Black Key from **The Blood Fountain [J]**), a second boulder falls from the ceiling and strikes the left side of the platform, but after this there are no further traps and the players can cross safely to the other side.

[NODE S]

TARRAKETH'S CHAMBER

DESCRIPTION

At the center of this chamber, constructed on a beautiful marble base at the top of a stairwell, is Tarraketh's final resting place. The coffin, which would better be described as a sarcophagus, is crafted from gold and silver and displays a perfect depiction of the orcish warlord that you assume still resides within. Four pillars are spaced across the room that reach from floor all the way up to the top of the thirty foot ceiling. Runes are carved all along these pillars and shimmer periodically with the same blue and red light of the Orbs of Sorrow and Hatred. There a huge amount of rubble scattered about the room, as well as some corpses for additional decor.

THE GUARDIAN OF TARRAKETH

Whenever the first creature reaches the base of the stairs leading up to the sarcophagus, the pillars around the room all begin to spark with vibrant light that fills the chamber. Random pieces of stone, marble, silver, and gold scattered around the room begin to glow and shake. Moments later, these pieces are all ripped together and crash in a blinding flash of red and blue. When the party's eyes adjust they see a hulking guardian near the sarcophagus.

Roll for initiative.

The battle uses the Tomb Guardian, but its stats and abilities may be heavily modified depending on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 7**
 - Tomb Guardian (**NEB2**) with Lair Actions
- **APL 8**
 - Tomb Guardian with Lair Actions and 3 Legendary Actions
- **APL 9**
 - Tomb Guardian with Lair Actions, 3 Legendary Actions, and 150 hit points
- **APL 10**
 - Tomb Guardian with Lair Actions, 3 Legendary Actions, 150 hit points, and AC 17
- **APL 11**
 - Tomb Guardian with Lair Actions, 3 Legendary Actions, 185 hit points, and AC 17, and immunity to damage from bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine.

The guardian has some additional properties that are found on the next page!

AND STAY DOWN

In order to permanently disable the guardian, the players will need to deactivate its magical healing. To do so, they need to destroy the pillars scattered throughout the room that are clearly providing it with power. Be sure to note that every time the guardian heals, the pillars shine with light to show them the connection between the two.

There are four of these pillars in total. The health and AC of these pillars depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 7** - AC 17, 20 hit points each
- **APL 8** - AC 17, 25 hit points each
- **APL 9** - AC 17, 30 hit points each
- **APL 10** - AC 18, 30 hit points each
- **APL 11** - AC 18, 35 hit points each

DESTROYING TARRAKETH

Once the Guardian of Tarraketh has been defeated, the party can destroy his physical body once and for all. Opening the lid of the sarcophagus reveals the orc warlord in all of his terror and glory. The body doesn't appear to have decayed at all.

They can use whatever methods they wish to destroy the body.

ONE LAST SCARE

Your players will likely be weak and on edge when they open the sarcophagus. Feel free to give them a fake roll for initiative or call for a Dexterity saving throw for no reason to cause a quick moment of terror and then relief.

WITHOUT A BODY, BUT STILL A SOUL

If you want to extend the storyline of the Tomb of Tarraketh, consider bringing the warlord back through some other means. His soul was extracted to put him into suspension until it could be returned to his body, but if the players destroy it and he manages to find a way to return by other means he will certainly want to exact revenge against the adventurers that stole his redemption from him!

Rewards

Tarraketh is buried alongside some of his wealth and some of his favorite magical items. Give an amount of gold that will be significant to your players' current level and try to find some interesting magic items that are useful and interesting to your party composition.

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the entire dungeon. Feel free to adjust these values however you see fit.

- **APL 7** - 13,500 XP per player
- **APL 8** - 16,000 XP per player
- **APL 9** - 18,500 XP per player
- **APL 10** - 24,000 XP per player
- **APL 11** - 27,000 XP per player

LOOT

With such a wide spread of levels for this dungeon, and almost all of the rewards coming from the final cache of loot with Tarraketh, the loot that comes in this dungeon is almost entirely up to the Dungeon Master so I won't make any specific suggestions.

ONE-SHOTS

One-shots are adventures that contain an overarching story or quest and tie themselves up at the end of a session. These are typically expected to last 3-4 hours (though some may take longer as noted in the adventures below) and are a great tool for newer Dungeon Masters who may be hesitant to jump into the deep end without assistance. They are also a valuable aid for an experienced DM that might be running low on prep time! Reading through the pages below should provide you with everything you need to run an exciting story for your players.

Experience the Metallic Dwarven Kingdoms and either aid or betray a set of star-crossed lovers in The Copperbolt Conundrum, invade the mind of a local lord and thwart the dream manipulator that has taken hold of his mind in Descent into Dreams, enter a haunted house with nothing but a magical candle to keep your players safe in The Nerastrim Manor, help a town prepare for a wild west style outlaw siege in Showdown in Skalintown, and finally help the poor pixie Quill of Pleppil restore his broken wings in The Well of Wishes.

OVERVIEWS

THE NERASTRIM MANOR (LEVELS 1-3)

The Nerastrim Manor on the hill once belonged to a wealthy family with great influence in the region; that is until Nathaniel Nerastrim's wife, Helen, decided she was through with the oppression of her rich husband, made a deal with a demon, and took a butcher's cleaver to everyone in the house. In the years since the massacre, the house has remained untouched. The spirit of Helen is still trapped within the house and repels the attempts of any who would cast her out. In this horror-themed adventure, your players have but a single candle to safeguard them against Helen's persisting wrath... will it burn long enough for the party to explore the manor and finally send the malevolent spirit of Helen on her way?

THE WELL OF WISHES (LEVELS 1-3)

In the city of Pleppil, there is one pixie that is unlike any other. His name is Quill and he is the only pixie that cannot fly, having lost his wings to a wizard's spell a few years earlier. Now he rides around on his trusty porcupine, Spike, but dreams of being able to fly with his companions again. You see, in the pixie society, shinies are valued above all else and they are much more difficult to find when walking around on the ground. Fortunately, Quill knows of a place that should be able to heal his mangled wings! It is called the Well of Wishes and he even knows where it is located! No one else in Pleppil believes it exists, but Quill has a feeling in his heart that says the rumors are true. Now all he needs to do is find a set of adventurers willing to escort he and Spike on this perilous journey into the heart of the forest.

DESCENT INTO DREAMS (LEVELS 1-5)

Lord Kestyl has been systematically accusing members of his council of treason and having them executed with little or no evidence to support these claims. Diplomats from other empires have faced similar fates as well. Something is wrong with Lord Kestyl and a local shaman by the name of Borjah thinks he knows what it is and how to fix it. He needs a group of strong willed adventurers with deep imaginations to consume a potion that will bind them to the unconscious mind of Kestyl. From within his dreams, they must face the dream manipulator that has taken hold of his mind. Unfortunately for the heroes, the rules don't apply in dreams the same way they do in the real world and brute strength is often not enough. Face your nightmares in this adventure and save the city from this corrupting entity.

THE COPPERBOLT CONUNDRUM (LEVELS 4-6)

The party starts their adventure in the Dwarven Kingdom of Narol'Duun where the dwarven populations are split into distinct tribes based on the ores that they mine and smelt. These dwarves have worked with these minerals for so long that they have taken on distinct physical characteristics based on these minerals, but it has also caused strong discrimination and tribalism to occur. Breeding between the dwarven tribes is punishable by exile to the surface world. In this heavy role-playing emphasized adventure, your players will have the choice to aid a pair of star-crossed lovers from the Cobalt and Copper kingdoms or to sell them out to the king. Will love find a way or does greed excel above all else?

SHOWDOWN IN SKALINTOWN (LEVELS 4-7)

Four days is all that the Skalintown has to get ready. Four days until The Calamity shows up with a small army of bandits and takes everything that the hard-working miners of this town struggled to earn. In this wild west style battle, the party must prepare the town for the assault, using whatever skills they have to aid the townsfolk for the battle to come. Do you barricade the walls of the city? Do you build arbalests and mount them on the church and tavern? Do you give a crash course in combat to the adults of the town? You can't do it all and very decision will change the way the final fight unfolds. Band together and use strategy to overcome the seemingly impossible odds in this epic showdown!

THE NERASTRIM MANOR

A ONE-SHOT HORROR ADVENTURE FOR LEVELS 1-3

ADVENTURE SYNOPSIS

The party comes across a small town by the name of Serylim. There are only a few dozen people who still live here and they all live in terror of the haunting spirit that still occupies the Nerastrim Manor that overlooks the town. Three years ago, the perfect housewife that was Helen Nerastrim could no longer stand a life of subservience to her husband; could no longer be a slave to outlandish social standards. She slowly descended into madness before finally making a deal with a fiend who promised to free her from this life... in exchange for a *small* favor.

It was a trap.

The fiend magnified her hatred tenfold. Helen murdered her husband, her son, her daughter, and the family's two servants with a cleaver before taking her own life with the same weapon. Since then, her spirit has been bound to the house and the hatred that festers within its walls has attracted a multitude of evil entities. A month ago, half a dozen brave souls attempted to cleanse the property with the help of a priest by the name of Father Oswyn. They never returned. Before they departed, Oswyn informed the town that the only way to force her spirit to move on from this world is to completely destroy her physical body within the manor.

Now the townsfolk are desperate for someone to help them - to cleanse the manor once and for all and hopefully retrieve the bodies of those who died in that nightmarish place. The reward to the party will be any items that remain in the manor. This includes the family's wealth, rare paintings, and perhaps even a few magic items.

Before Father Oswyn and his group left, he created a set of candles that would keep Helen's spirit at bay while they searched for her body. He called them Repulsion Candles and they were crafted with strands of Helen's hair, producing a light source that repels her ethereal form. Father Oswyn took three with the group but left one behind in case they were not successful, and now this is all the party will have for protection against her unbounded rage. Unfortunately, the candle only burns for a single hour, so the party will need to move quickly or risk the wrath of this capricious phantom.

This adventure is horror-themed, with a great deal of suspense as the candle that keeps Helen's spirit at bay burns lower and lower. The party will slowly unfold the tragedy of her slide into madness. She will torment your players the best she can by setting off traps around the house, leaving horrific decor for them to find, and taunting them as they progress. All manner of fiend now share the home as their own personal paradise, taking residence in the various rooms of the manor which they will defend via trickery, terror, and savagery. The story here is tragic and quite sad, and your players will be left conflicted as they finally set Helen's spirit free.

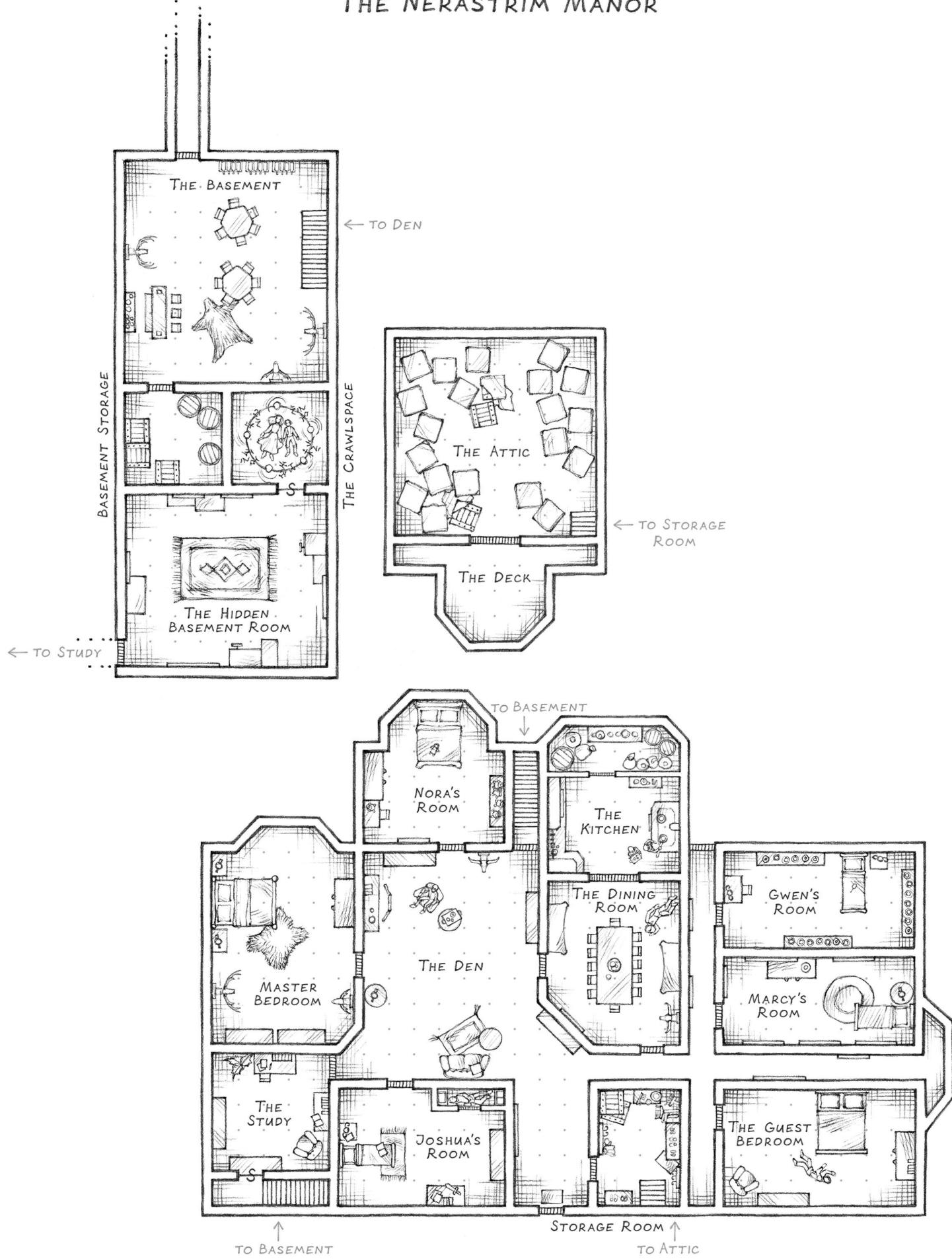
I have this in the one-shots section, but depending on your party's choices it is very likely that this will take two sessions to complete and possibly even three if they wish to explore the entire Nerastrim Manor. If players make optimal decisions and can get through combat quickly, it can be completed in one night, but be warned that this is an exception and not the norm.

This one-shot is also more akin to a dungeon than the others. There is a required setup of the candles and a deeper storyline to the Manor, so I put it in this section, but the Manor could easily be used as a straight up dungeon in any world with a bit of tweaking.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in the first Game Master Toolkit. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found at the end of this Toolkit.

THE NERASTRIM MANOR



THE TOWN OF SERYLIM

The town of Serylom has been in a state of doom and gloom for the past year. For a while, simply leaving the Nerastrim Manor alone seemed to be enough, but over the past year there has been notable effects on the town itself. The animals refuse to eat, sometimes starving themselves to death. The crops don't seem to grow nearly as plentiful as they did before and entire crops are blighted. Swarms of mosquitoes and locusts have visited the town, eating even more of their dwindling food supply and making the townsfolk miserable. They suffer from horrible nightmares when they manage to overcome their insomnia and find sleep. These people are malnourished, covered in bites, and their skin is pale and cracked. They look as if they could fall over dead at any moment.

Many people have already left town, and now less than half of the townsfolk remain - the ones too poor to be able to pick up their life and go or too stubborn to leave their family's legacy behind. These people still cling to hope of a group of heroes coming through and freeing them from this curse that seems to be infesting their once quiet, peaceful town. For many, hope is the only thing that gets them out of bed in the morning... but hope is dwindling.

As the party makes their way down the road through the center of town, they notice the smell of rotting meat in the air, the thick overgrowth of weeds, and the loud buzzing of insects. As they move past the local tavern, The Copper Mug, a man opens the door and looks to the party as if they were the greatest thing he has ever seen. "Heroes!" he says in a loud whisper, revealing a set of yellow, decaying teeth as he speaks the words. "Please, come inside! Drinks on the house!" he shouts and beckons them into the tavern.

A PLEA FOR HELP

The man introduces himself as Torvaln Thompson, owner of The Copper Mug. He was once a hulking man with a thick black beard, but now he has shriveled to a scrawny husk of his former self. He tells them to have a seat and opens up a bottle of wine, one of the last unspoiled bottles in the entire town, and pours them each a glass.

He explains to them the situation - Helen Nerastrim and her murderous rampage, the town slowly decaying, Father Oswyn's attempt to cleanse the Manor, and that their current desperation. Make sure to emphasize this man's sorrow with personal anecdotes about friends and family leaving, losing his livestock, his supply of alcohol going sour, of the children that have disappeared. Make sure your players empathize with this poor man and want to help him by the time he is done telling his tale.

When Torvaln's story is done, he goes behind the bar and moves away some of the floorboards, pulling out a black candle. He walks it over to the party and explains that this was the Repulsion Candle that Father Oswyn left behind when he went to destroy Helen's body. He slides it over to the party and tells them that the manor contains wealth and magical items that are theirs for the keeping should they succeed in cleansing the town of this malevolent spirit.

"Please, please help us... or there will be nothing left to be saved by the time someone else capable comes along."

REPULSION CANDLE

Wondrous item, uncommon

This candle burns for one hour, during which time, the creature whose essence was used to craft this item cannot pass through the light it produces. The candle produces bright light in a 5 foot radius and dim light for an additional 10 feet.

INTO THE MANOR

The Nerastrim Manor sits at the top of a large hill that overlooks the town. As usual in the town as of late, the sky is dark and overcast. A light breeze rolls through and causes dead leaves to dance across the party's path as they make their way up to the iron gates that surround the structure. Fortunately, these wrought-iron gates hang broken off of their hinges.

Despite being unattended for three years, the manor itself appears to be in excellent condition. The beautiful gardens that used to line the property were not so lucky. They are now black with rot and produce a foul stench. The flowers have long since wilted and the hedges are nothing but thick tangles of dead wood. The windows of the manor have all been boarded up by the townsfolk to prevent anyone from entering and it seems the only way into the structure is the front door which has a sign hanging on the front that reads: *Danger - Turn Back!*

FIRST ENCOUNTER

As you are describing the grounds, have the party make a group DC 13 Wisdom (Perception) check. On a success, they notice movement at one of the windows on the second floor of the manor. Just a few moments later, the thick wooden door that leads into the house swings open ever so slightly on its own. They hear a whisper rush past their ears as the wood creaks loudly. It is a woman's voice, low and haggard, but clearly a woman's voice. With each line, the voice grows angrier and angrier until the final line when she is all but snarling the words:

Ladies don't speak that way, Helen

You need to learn your place, Helen

Don't you dare speak back to me, Helen

What are you doing with that cleaver, Helen?

The moment she finished speaking, the door swings wide open, smashing loudly against the side of the house.

A CLASSIC JUMP SCARE

Clap your hands just as you finish Helen's chant to give your players a nice jump as the door slams.

THE ENTRYWAY

Peeking in through the front door, the party sees that the interior of the house is coated in dust. From outside, nothing seems to be suspicious... at least at first. As the first player starts to approach the doorway, a translucent head pokes out from around the corner. It is Helen's spirit - a middle-aged woman with hair up in a messy bun and wearing a tattered evening gown. She would be quite beautiful if not for the huge, terrifying grin spread across her face.

HELLO, HELEN

"I'm afraid we aren't ready for guests right now. As you can see the house is a mess! If you don't feel like waiting, you can always throw yourself on top of one of the fence spikes out front and save us both some time." She gives a small wave of her hand to shoo them away before she disappears back around the corner.

SMILING DEVIL

Anytime you speak as Helen, maintain the largest smile you can manage and keep your eyes wide open and fixed on the person to which you are speaking. Helen has gone mad and it is up to you to show off her playful, murderous demeanor.

AN UNKILLABLE THREAT

At this point your players should probably be lighting the candle, but if they try to enter the house without doing so, Helen goes on the offense. She will fly through one of the nearby walls, screeching loudly as she swings an ethereal cleaver at whichever creature entered the house. *"I... told... you... no... guests!"* she screams, managing one word between each swipe of the blade.

Make an attack roll with a +5 bonus to hit against the creature that entered the home. On a hit, they take 7 (1d8 + 3) psychic damage and must succeed on a DC 13 Wisdom saving throw or become frightened of Helen for 1 minute.

Until Helen's body is destroyed, she cannot be killed. Ordinary attacks phase right through her and magical attacks seem to daze her at best. The party's only option for survival is the candle, and if the candle burns out, they will need to retreat.

LIGHTING THE FLAME

When the players enter the house with the candle lit, her voice echoes through the entire house, *"Oh, another of these candles. Didn't go so well for the last bunch. They are still busy rotting away in my beautiful home!"* As her words finish, all sources of light the players are holding are snuffed out except for the Repulsion Candle. Any attempt to create a new light source fails as some unnatural force seems to prevent light from being cast. Even spells such as the Light cantrip have no effect here.

Throughout the adventure, the players will need to stick together in the candle light. If any of them leave its protection, Helen will appear in an instant and begin laying into them with her cleaver. Constantly remind your players of the time remaining on their candle (1 hour total!) and try to build tension as the candle burns lower. When you players propose an idea, be sure to tell them how much time it will take so they can consider.

Moving into the entryway, there is a door to the right that leads to the [Main Floor Storage Room]. The path forward opens up to [The Den] with a large fireplace and many bookshelves along the wall. (Refer to the map at the beginning of the module frequently as your players move around). The smell of rot and death is present in the air, but it is accompanied by potpourri and other sweet scents that are a pitiful attempt to mask the odor. Somehow this only makes it worse.

DANGEROUS DECORATIONS

A white string runs across the hallway, one foot above the ground. If the creature at the front of the party has a passive Perception of 11 or higher, they notice this string. The string leads over to a small hook near the floor, then runs up the side of the wall up to a chandelier that hangs ten feet up.

If the players do not notice this string, they will hit the tripwire and cause the chandelier to come crashing down on top of the creature that triggered it. Have that creature and any other creatures within 5 feet make a DC 12 Dexterity saving throw, taking 2d4 piercing damage on a failed save. Glass scatters across the hall as the chandelier explodes and Helen calls out, *"Look what you've done! You've made such a mess!"*

ALTERNATE ROUTES

THE BACKDOOR

If the players don't want to face the devilish spirit directly, they can take a look around the grounds first. They find a back entrance to the manor that has been liberally boarded up. If they choose to pry these boards free and proceed into the manor via this doorway, they find themselves in the hall containing Marcy and Gwen's rooms.

THE WORKSHED

There is also a workshed in the backyard. It is quite well crafted and kept shut via an old lock that has started to rust a bit. Players can make a DC 10 Dexterity (Thieves' Tools) check to pick the lock or simply strike it with a blunt weapon to shatter it. Within the shed are a number of tools that are used for groundskeeping – shovels, hedge clippers, rakes, etc... as well as a large workbench off in the back of the spacious shed.

In the center of the room is a thick black rug that has turned deep brown from years of dirt and dust collecting atop it. If the players pull back this rug, they can see the subtle outlines of a trap door in the wooden floor, but there does not appear to be any latch or handle to open it. These outlines are too thin for fingers to fit, but if they leverage a thin blade such as a dagger they will find the door is clearly locked from the other side.

A DC 15 Intelligence (Investigation) check in the workshop reveals that the mounted vice grip on the workbench has a strange mechanism attached to it that runs into the floor. If they spin the device to the left to loosen the vice, there is a subtle click and the trap door pops up half an inch, just enough for someone to grab hold and pull it open to reveal the path below.

There is a ladder that descends ten feet into a five foot wide tunnel that leads towards the house. It is pitch black within the tunnel and a number of spiders have taken up residence here. Numerous roots protrude through the sides of the tunnel, the result of many years of neglect on the pathway and of the plants above. The tunnel continues for eighty feet before reaching a fine stone wall with a handle on it. This door is not locked and opens up to **[The Basement]**, exiting just next to the fully stocked bar.

If the players take this route, Helen will still attack them the moment they enter the home if they do not have the candle burning. She will not be able to get to them in the tunnel for it is not part of the manor itself, a fact that the players can use to their advantage if they'd like. She will immediately attack the first person through the threshold of the door should they step through without protection, though.

MAIN FLOOR STORAGE ROOM

DESCRIPTION

*Walking into this room, there is the scent of leather in the air, and it becomes obvious looking around that this is due to the dozens of pairs of shoes scattered about. This room is filled with overcoats, hats, shoes, and other clothing items that one might need on their way out the door depending on the weather and the destination. There is also a shelf that is covered in various supplies needed to keep a home tidy. The final item of note is a ladder going up the wall that leads up to **[The Attic]***

The clothing and shoes are moderately valuable, worth a total of over one hundred gold for the lot, but it is of course difficult to transport. Once the players have cleansed the structure of Helen, they can come back and gather these goods and sell them in a larger town if they wish.

THE DEN

DESCRIPTION

This comfortable living space is coated in dust after years of neglect. A large fireplace on the far side of the room comes to life as you step through the threshold of the entryway. There is seating for a dozen people, but the main attraction is a large comfortable armchair that sits directly in front of the fireplace. On a small table next to the chair is a still open bottle of wine and an empty glass. On the carpet around the chair are deep red stains. There are also four bookshelves in the room as well as an assortment of still sealed bottles of alcohol

NATHANIEL NERASTRIM

Though it is obscured from the hallway entrance, the skeletal remains of Helen's husband, Nathaniel, still sits in his favorite chair in front of the fire. He is dressed in fine garments, though they hang a bit loose without flesh on the body. Whenever a creature gets close enough to the body, a blue shimmer sweeps over it and Nathaniel's skeleton lashes out. As he does so, Helen's voice whispers through the room, *"He had no trouble laying hands on his own wife, so I'm sure he will have no issue ripping the flesh from your body."*

Roll for initiative.

The type of enemy you use to represent Nathaniel in his skeletal form depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 1x Ghoul (**MM Pg. 148**)
- **APL 2** - 1x Ghast (No Stench trait) (**MM Pg. 148**)
- **APL 3** - 1x Wight (**MM Pg. 300**)

In addition, Nathaniel gains the following traits:

- Vulnerability to bludgeoning damage.
- **Spiritual Regeneration.** This creature regains 10 hit points at the start of its turn. Throwing this creature into fire, dealing 15 to it in a single turn, or some other equally devastating environmental effect ends this regeneration permanently. This creature only dies if it starts its turn with 0 hit points and doesn't regenerate.

A PERSISTENT FOE

Be sure to give subtle clues to your characters about the fact they will need to do more to Nathaniel's skeleton than just continue basic attacks to kill him. Mention how he seems to have a supernatural persistence, that the blue shimmer keeps sweeping through him and giving him the drive to keep fighting, or perhaps have Helen scream out at him to keep himself together. The large fireplace should be the obvious target for the players to throw the enemy to prevent regeneration, but simply dealing brutal amounts of damage is just as effective.

Once Nathaniel is dead, they can search his body and find a golden key in his pocket. This opens a lockbox in the **[Master Bedroom]** that contains a reward for the players should they find it. He also has a beautiful silver wedding ring that is worth 75 gold that they can take. Sitting on the ground near the chair is a book that he was reading. The bookmark seems to be some sort of code - these are the clues for the **Colored Marbles Puzzle** found in the **Puzzles** section.

THE DINING ROOM

DESCRIPTION

This elegant dining room can seat sixteen guests comfortably. Plates, silverware (made of actual silver), and cloth napkins are all prepared neatly on the table as if someone were about to sit down for dinner. A large cupboard on the left side of the room is empty, but is clearly used to store all of these lovely dishes. A rancid smell quickly strikes your nostrils, the smell of rotting flesh. Scanning the room it is obvious what is to blame. Off in the far corner of the room is the still decaying corpse of one of the townsfolk who came here with Father Oswyn. He has a dozen knives and half a dozen forks sticking out of his body. On the ground next to him is a brass candle holder with the wax melted down all the way to the base.

AN EXPLOSIVE ENTRY

As the party rounds the table and moves through the room, one of them notices movement over by the cupboard. It is the movement of a large black rat, which is quite difficult to see in just the light of the candle. It stares at the party for a moment with pure black eyes before leaping at the player holding the candle. Just as it is about to reach them, the rat explodes in a shower of blood. **The player holding the candle will need to succeed on a DC 10 Dexterity saving throw or the candle is extinguished.** It can still be relit just fine, but Helen will immediately rush into the room to attack. In this encounter, rather than using the cleaver, she will levitate silverware and launch it at players for 5 (2d4) piercing damage per attack with a +5 bonus to her attack rolls.

Once the first rat has exploded, the sounds of more can be heard running beneath the table and along the beams near the top of the room. They blend in almost perfectly with the shadows and the sounds of their scurrying echoes throughout the room, making it incredibly difficult to pinpoint their location. A total of 5 more rats will attempt to extinguish the flame in an equally grotesque fashion.

GUARD THE CANDLE!

The party can defend the candle from these rats in a number of ways. If they try to spot the rats, have them make Wisdom (Perception) checks against the rat's Dexterity (Stealth), rolling with disadvantage if they do not have darkvision. If they spot the rat, they can use their action to make an attack against it. Players could also try to protect the flame from the blood with a piece of fabric or even just their hand. If that is the case, have them make the Dexterity saving throws against the rat's explosion with advantage. There are other creative solutions the party could use, simply have them make the appropriate checks for the scenario and be sure to reward creativity!

THE KITCHEN

The door to the kitchen is locked, but the door is made of old splintered wood. A DC 10 Dexterity (Thieves' Tools) check can pick the lock or they can use the bronze key found in the Servant's Quarters if they have been to that portion of the manor. Otherwise, they will need to smash down the door with a DC 10 raw Strength check.

Listening against the door, the players can hear the sound of something cooking on a range and someone humming a nursery rhyme. The sound of cutlery being used and the occasional footsteps can also be heard, but never any conversation.

DESCRIPTION

Standing in the kitchen are skeletal versions of the former servants of the Nerastrim family. There is a fire burning in the range and the smell of cooked meat fills the air. It actually smells quite nice, but glancing over and you see that it is slices of large rats being seared at the moment. The door to a pantry hangs open and is filled with rotted perishable goods. The floor is a fine natural wood, but it has been almost entirely stained red with blood.

SOME HUMANITY REMAINS

"Ok Marcy, Gwen, why don't you show our guests a good time!" whispers Helen's voice.

Roll for initiative.

Despite your party's APL, this encounter is simply two ordinary skeletons (MM Pg. 272). No matter what your party rolls, have the first move go to the skeletons. Marcy turns and grabs a large knife off the counter. Gwen is already holding a cleaver... but they do not wish to fight. Marcy will turn and attack the nearest player, but Gwen simply stands there holding the cleaver, visibly shaking with resistance.

If Gwen manages to survive until a second round of combat, she drops the cleaver to the ground and begins to hum a lullaby once again. Her body continues to shake even more intensely. Helen's scream tears through the room, *"You work for me! You cut our guests into tiny pieces!"*, but she continues to resist. The skeleton of Gwen looks to the party and touches a hand to the pendant that hangs around her neck.

On the third round of combat, Helen shrieks out again. The walls of the manor shake and causes many glasses to fall from their resting places and shatter against the ground. *"KILL THEM!"* Whatever humanity Gwen was exhibiting disappears as she grabs the knife and attempts to go after the nearest party member.

A MOTHER AND HER SON

When the party kills/disables Gwen, they can take a look at the amulet around her neck. It contains a sketch of her (with a bit more flesh) and a younger version of the man lying dead in the kitchen filled with cutlery. It reads Gwen and Edgar in a ribbon beneath and it is clear she was his mother. If the party returns the remains of both of these bodies to town, Edgar's wife – Beth - breaks down into tears and is eternally grateful. Give the party some bonus experience, inspiration, or wealth to reward them for their kindness.

THE STUDY

DESCRIPTION

On the far side of the room is a large oak desk. It is finely crafted and seems to be holding up wonderfully through the years. There are six large bookshelves and they are completely packed with various writings. In between some of these books are carved animal statues, decorative candles, and intricate metalworks. There is a small table in the center of the room with a candelabra and a few empty glasses. One item in particular is more prominent than others - a large iron safe that rests embedded into the stone wall directly behind the desk.

When the party enters the room, Helen's voice whispers through the air, but this time it is filled with sadness more than hate. "He loved his books more than he loved his wife."

SECRETS

In one of the drawers of the desk is a note that reads: "Helen has been acting strange as of late. She is less obedient than normal, less than a proper wife should be. She's spending abnormally long amounts of time in the basement, but refuses to tell me what she is doing down there. I worry for her sanity."

PLOT HOOKS

The Nerastrim family was powerful and influential in this area and had connections with many powerful entities. If you are using this as part of an existing campaign and not simply a one-shot, consider adding an additional secret note in one of these drawers that holds a secret about someone. Perhaps he has information for blackmailing a local lord or perhaps he was working with a group of bandits that the party has already encountered. The details are up to you!

CRACKING THE SAFE

In one of the drawers of the oak desk is a collection of colored marbles. The safe itself has a 3x3 grid on the front that is made to hold these marbles. The players must use the clues they found on Nathaniel Nerastrim's body in [The Den] in order to open this lock. See the **Colored Marbles Puzzle** in the Puzzles section on the Toolkit for more details on this.

NOVELTY PROTECTORS

When the safe is opened, a glyph on the inside triggers and sends light shimmering throughout the room. This causes a few books along the shelves to begin to glow. They float out of their positions on the shelf and the sound of paper tearing fills the room. Moments later, these books all open simultaneously and small paper figures leap out and take a fighting stance.

Roll for initiative.

The type of paper warriors your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL. All of these creatures are found in (NEB2).

• APL 1

- 2x Paper Knight
- 1x Paper Archer

• APL 2

- 2x Paper Knight
- 2x Paper Archer
- 1x Paper Mage

• APL 3

- 2x Paper Knight
- 2x Paper Archer
- 2x Paper Mage

Once the paper foes are dealt with, the party can look within the safe where they find 500 gold in coins and jewelry. They also find a note that reads "The Perfect Wife by Ronan Stewart" (See the Basement Passage section below for details on this note.)

BASEMENT PASSAGE

The bookshelves in this room seem unsuspecting from a distance, but a DC 17 Intelligence (Investigation) check reveals a book that has a bit more wear and tear around the edges than the others. It is clear this book is moved with more regular frequency. The name of this book is *The Perfect Wife*. If this book is removed from its spot on the shelf, the bookcase swings open and reveals a stairwell that leads to the [Hidden Basement Passage].

GWEN'S ROOM

DESCRIPTION

This room is bright and happy. The style clashes with the rest of the house with its bright yellow curtains, its painted white walls, and collection of assorted tea cups. These tea cups cover an entire table in the room and it seems that they were the occupant's most prized possessions. There is a small twin-sized bed, also with yellow sheets, and covered with a dozen throw pillows. Sitting on this bed is a small silver mirror.

PEER BEYOND

This mirror has been in this place of horrors for far too long. The manor contains such extreme hate and violence that creatures from other realms are attracted and have made their way onto the property. Helen, no longer in a sane mind, does not seem to mind these additional guests or even seem to notice them. One of these visitors has possessed Gwen's mirror.

If a player picks up the mirror and looks in it, they see a set of smiling razor sharp teeth and glowing red eyes over their shoulder in the reflection. If they turn to look for the creature, there is nothing there and when they look back into the mirror the image has disappeared. If they sweep the room to look to see where it has gone, they will see this same set of terrifying, demonic eyes looking out from just behind another member of the party. (*Keep in mind their only source of light is a single candle, so all of this is shrouded in nearly perfect darkness and these glowing eyes and shimmering teeth make a stark and jarring contrast.*)

As long as the mirror remains intact, the creature within the mirror cannot actually hurt players. They may feel something tickling near their ear as it runs a black claw along their throat or their vision might go dark for a moment as it waves an invisible hand in front of their face that still somehow obstructs the light of the candle. This creature will follow them for the rest of the time they are in the manor.

BREAKING THE MIRROR

If the players decide they are not fond of their new demon friend, they can smash the mirror in an attempt to rid themselves of this presence, but it does not work as intended. A DC 15 Intelligence (Arcana) check will reveal that breaking the mirror would likely release whatever is lurking within the mirror; information that may influence their decision. A holy symbol used by a paladin or a cleric may be able to drive it off temporarily, as it does not wish to deal with holy magic (this entity is still quite weak in the grand scheme of things).

If they smash the mirror, a black smoke rises up from the mirror and the eyes and teeth of creature take form.

Roll for initiative.

This creature is a Shadow (MM Pg. 269), but will gain additional abilities and statistics depending on your party's APL. See the beginning of the module for information on determining your party's APL.

APL 1

LEGENDARY ACTIONS

The shadow can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shadow regains spent legendary actions at the start of its turn.

Throw Cup. One of the tea cups in the rooms launches at a target within 15 feet. Make an attack roll with a +4 bonus to hit. On hit, the target takes 1d4 slashing damage as the cup explode in a shower of glass.

APL 2

- The Shadow gains 20 additional hit points.

LEGENDARY ACTIONS

The shadow can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shadow regains spent legendary actions at the start of its turn.

Tea Cup Barrage. The shadow launches a barrage of tea cups at a creature within 15 feet. That creature must succeed on a DC 11 Dexterity saving throw or take 2d4 slashing damage as the cups explode in a shower of glass.

Strength Drain (Costs 2 Actions). The shadow uses its Strength Drain attack.

APL 3

- The Shadow gains 40 additional hit points, the attack bonus for its Strength Drain becomes +5, and its AC increases to 14.

LEGENDARY ACTIONS

The shadow can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shadow regains spent legendary actions at the start of its turn.

Tea Cup Barrage. The shadow launches a barrage of tea cups at a creature within 15 feet. That creature must succeed on a DC 13 Dexterity saving throw or take 4d4 slashing damage as the cups explode in a shower of glass.

Strength Drain (Costs 2 Actions). The shadow uses its Strength Drain attack.

MARCY'S BEDROOM

DESCRIPTION

This room is muted in color with whites, grays, and faded pink dominating the furniture and paint. Even the walls, which are covered in paintings, all seem to be from the same artist who has a conservative style with no vibrant colors to be seen. There is a twin sized bed and a rocking chair in the corner. Sitting on the dresser is an urn, the only thing that is decorated with any sort of color in the entire room. On the wall, directly behind the urn is a piece of framed canvas with the words 'Without you, the world has lost its color' written upon it.

A WOMAN IN MOURNING

Marcy was an older woman whose husband died a few years ago and she was never the same afterwards. After his death, she moved into the Nerastrim Manor permanently, as the thought of being in her home without Louis (her husband) was unbearable. She began to paint in her spare time, making displays of the world as she saw it after his death. On the stand next to the bed is a diary that describes this to the players, but be sure to remind them that flipping through a diary takes time.

If the players take the time to read the diary, also note the following. "I saw Josh coming down from the attic yesterday. He had a guilty look on his face and I made him confess to me what he had done. Turns out the Nerastrim family sword wasn't stolen after all, Josh has been using it to pretend he is a great hero. The poor boy is too afraid of what his father will do if he ever finds out where it really went (for good reason!) and so he keeps it hidden beneath the box of maps in the attic. *His secret is safe with me!*"

FADING LIGHT

Unfortunately, this place of sorrow attracted its own demons since Helen took over. As the characters stay in the room, the artwork begins to change. The already muted colors begin to fade even further. Shadowy figures begin to appear in the backgrounds - faceless and unmoving. As even more time goes on, the paintings become totally black and white. This happens if the players spend at least five minutes in the room. Once this happens, the players will need to succeed on a DC 13 Wisdom saving throw or they become cursed until they take a short or long rest outside of the manor.

While cursed, a creature is color blind and has disadvantage on Wisdom saving throws. They are also filled with a deep sadness, as if there is a void in their heart that can never be filled.

INSPIRED BY SORROW

While the feeling of sadness has no mechanical impact, it is a good opportunity for your players to show off their role-playing skills. If they make a decision that goes against their normal ideologies or perhaps gets into a deep conflict with another player, be sure to give them inspiration as a reward for going above and beyond and embracing the spirit of the curse.

GUEST BEDROOM

DESCRIPTION

This room is elegantly decorated and has anything a guest might want when staying at a place of such luxury. There is a king-sized bed with royal purple blankets and large, fluffy pillows filled to the brim with feathers. Next to each side of the bed is a stand with a pitcher and glasses for water, an assortment of books, and a candle. There is a large window in the room that would ordinarily fill the space with natural light, but the boards on the outside of the manor prevent that. It would all be quite lovely if not for the dead body lying on the floor near the bed.

A VALIANT EFFORT

This body belongs to one of the young men who entered the home with Father Oswyn. His body is covered in deep, vicious cuts and the carpet around in him stained red with dried blood. Lying on the floor next to his body is half of a candle that the players can reclaim. It has a strange slime on it that makes it sticky to the touch, likely the cause of it being snuffed out. The candle can be burned for another thirty minutes.

On the walls near the window and on the glass itself are deep cuts. The man is still holding a hatchet clenched tightly in his hand long after death. He tried to cut his way out of the manor, but clearly his efforts were in vain.

Beyond the body on the ground and the candle, there is nothing else of note in this room.

THE MASTER BEDROOM

The door to the Master Bedroom is locked. Father Oswyn found the key to it on his first journey to the manor, but died before he had a chance to go inside. The key is still on his body in **[Joshua's Bedroom]**. The door is made of strong wood reinforced with iron for both decoration and security. The lock is well made and requires success on a DC 15 Dexterity (Thieves' Tools) check to pick. Alternatively, it takes 5 minutes of work to cut a hole large enough to reach the lock on the other side (and that is assuming they have the right tools to do so). It is up to the party if they want to take the time to cut their way in or to go and find the key.

DESCRIPTION

The jewel of the manor is the master bedroom of Nathaniel and Helen Nerastrim. Their bed cost as much as some smaller homes with an astounding frame hand carved from wood that can only be obtained overseas. Each piece of furniture was custom made by a master craftsman and it shows in the quality of the work. Colors that are not commonly used in fabrics cover the entire room - royal purple, an electric blue, and a beautiful red the color of a blooming rose. Off to the right is a massive window that would pour light over the couple first thing in the morning, but the shutters currently prevent this. A fifteen square foot rug is at the center of the room and on its own would cost 75 gold. This is the sort of room any commoner would hope to one day even be able to visit.

As the party moves into the room Helen begins to chant once again, the words filled with seething hatred:

*Certain things are expected of a wife, Helen
A man's needs come first in this household, Helen
Don't scream or the children will hear you, Helen
Cover up those bruises or people will talk, Helen*

NATHANIEL'S LOCKBOX

If the players search the room, have them make a DC 20 Intelligence (Investigation) check. On a success they spot a hidden panel beneath the bed. Sliding the wood aside reveals a steel lockbox. On Nathaniel's body is a key that can open this lockbox, otherwise it requires a DC 20 Dexterity (Thieves' Tools) check to open. Inside of this box is an old family heirloom - a sapphire necklace that belonged to Nathaniel's grandmother. It is worth 300 gold.

A PLACE TO CALL HOME

If you are using this in an existing campaign and not as a one-shot, you could consider adding a deed to a plot of land to the lockbox as well. Give your group a small farm or an abandoned shop that they could funnel money into and call their own. This could act as their new base of operations going forward.

HELEN'S DIARY

In the top drawer of Helen's dresser is a small black diary. She was using it for multiple years and examining the texts her slow descent into madness is reflected in the writings. She can no longer handle being a "proper" lady and wants to break free from this life but sees no way out. On some of the last few pages the text becomes jagged and scribbled, barely legible. It is almost as if another person were writing it.

In these final pages, Helen mentions a book she found in town from a shady looking fellow. It was called "Demons and Devils - A Summoner's Guide." The diary details her efforts, first summoning an imp that nearly got loose before she managed to beat it to death with the book itself. Taking a life awoken something within her, and the demon's blood awoke something in the book. The book spoke to her and told her of a special crawl space off the [Hidden Basement Room].

Within this hidden space, she constructed a runic circle and made a deal with a demon to give herself the strength needed to put an end to all of the things holding her back. To finally find the courage to leave or kill her abusive, ungrateful husband. It was an easy deal to take, but she did not realize how deep her hatred ran...

A CURSED GLYPH

On the final page of the diary is a strange runic glyph that appears to be written in blood. If a character touches this glyph, their vision turns black. Moments later they see Helen's body lying within a similar glyph in a small stone room, writhing in agony with blood pouring from the sides of her mouth. After a few seconds of watching her struggle and scream, she freezes and falls to the ground.

After 5 seconds of motionlessness, her eyes snap open once again, staring directly at the player having the vision. There are blood red and glowing slightly. A manic smile crosses her face as she seems to float from her feet, being lifted right off the floor without needing to use her hands to push herself up. This is where the vision ends. **The character that touched the glyph must succeed on a DC 13 Wisdom saving throw or take (1d4 * APL) psychic damage from the incident.**

JOSHUA'S BEDROOM (SON'S ROOM)

DESCRIPTION

On every single surface in this room is some sort of decoration related to adventuring and heroism. On the stand next to the bed is a finely carved wooden knight. Fake weaponry is scattered across the room - from sword to battle axe to flail. Paintings hang on the wall of dragons and of great, far-off cities. This is clearly the room of a young child who dreams of being an adventurer someday. There is a closet in the room that is ever so slightly opened, but it is impossible to tell what lies beyond without getting closer. Resting on the bed is a large book with a knight fighting a green dragon on the cover and large text that reads - 'Slaying Shyldaran'.

A LINGERING SPIRIT

When the party walks into the room, a voice calls out from the corner near the bed. *"Be careful, there's a monster in the closet."* It is a meek voice, and when the party looks over they see the ghost of Joshua huddled in the corner. *"It killed the other man. I tried to warn him."*

The party can now talk to Joshua to get information about what happened. He speaks without much emotion, even when talking about his own murder. *"My mom chased me with a big knife. I jumped off the balcony to get away and hurt my legs real bad. She came and cut me up until I died and then took me down to the basement."*

Whenever Joshua stops talking to the party, he starts muttering over and over again, "Knock knock... knock... knock." The first two knocks are swift and then a long break between the third and fourth. Make sure that you emphasize this action as it is their clue to unlock the secret room in the basement! Keep coming back to the muttering between each line he speaks.

Depending on what the party asks, they can get the following information from Josh:

- The location of the Blade of Nerastrim in the attic.
- The man dead in the closet is Father Oswyn (Josh describes a man in robes with a candle).
- The creature in the closet can go invisible, but it has glowing orange eyes and flies around!
- There is a secret part of the basement that he isn't supposed to know about.
- His sister left but he is still stuck here. Sometimes a bigger monster shows up and he feels dizzy afterwards.

Once Helen had let the hate consume her, she felt a need for power. She offered up her son as a tribute to the demon, and that is why he is still trapped in the manor as well. The creature has kept him here and feeds off his essence. This is why he is still so weak and without emotion or hope, but he can be freed if the party defeats the demon in the [The Crawl Space].

MONSTER IN THE CLOSET

If the party tries to move to the closet to investigate, Joshua will warn them again. *"It has scary orange eyes... don't look at it!"*

If the party peers into the closet, they find Father Oswyn's surprisingly undecayed dead body. He is curled up in the corner with his hands up in a defensive posture and appears to be frozen in this position. The eyes have been plucked from his head and the expression on his face make it seem as if he were literally scared to death. On the ground next to him is a small bag and within is a single half-used Repulsion Candle, two healing potions, and a brass key which opens the [Master Bedroom].

If a character looks around the closet, they will see nothing but the body and supplies. The creature that lurks here is a Terror Spirit. It is invisible and waiting patiently near the top of the closet for someone to come into its domain. As soon as a creature touches Father Oswyn's body or any of his supplies, the spirit will attack, getting a surprise round of combat.

Roll for initiative.

This terror spirit uses the stat block of an Imp (MM Pg. 76), but will gain additional abilities and statistics depending on your party's APL. See the beginning of the module for information on determining your party's APL.

APL 1

Terrible to Behold. When a creature starts its turn within 15 feet of the terror spirit and is able to see the terror spirit's eyes, the terror spirit can magically force it to make a DC 10 Wisdom saving throw, unless the terror spirit is incapacitated.

On a failed save, the creature is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the terror spirit's Terrible to Behold for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the terror spirit until the start of its next turn, when it can avert its eyes again. If the creature looks at the terror spirit in the meantime, it must immediately make the save.

APL 2

- The terror spirit gains 10 additional hit points.
- The terror spirit gains the *Terrible to Behold* ability from above, but its DC is increased to 12.

APL 3

- The terror spirit gains 25 additional hit points.
- The terror spirit gains the *Terrible to Behold* ability from above, but its DC is increased to 13.
- The terror spirit gains Multiattack and can make two attacks each turn.

RUN IN FEAR!

Keep in mind that the players still need to remain in the light of the candle to be safe from Helen's attacks. If they become frightened by the terror spirit, it is possible that fear will cause them to flee from the safety of the candle and into the "welcoming" arms of Helen.

NORA'S ROOM (DAUGHTER'S ROOM)

DESCRIPTION

This room has a strong sky blue theme with the curtains, bed, and walls all being this color. The far wall has been painted with a mural of the outdoors complete with a beautiful field of multi-colored flowers and adorable wildlife. There are shelves mounted all along the walls and resting upon these are beautifully crafted dolls. These are clearly expensive, hand-crafted from fine fabrics and rare wood. On the floor, at the foot of the bed, is a dead body. The man is wearing a white shirt, but it has turned mostly red from blood stains. The smell of the exposed corpse is awful.

ONE OF THESE THINGS IS NOT LIKE THE OTHERS

There are at least thirty dolls on the various shelves and stands in the room, but one of these dolls is a bit different than the others. While the other dolls have smiles on their faces and bright inviting eyes, this particular doll has a curved, terrifying grin on her face with sinister eyes. Her white dress still has blood stains upon it and hiding behind her back is a large pair of sewing scissors. This is a Grinning Marionette (NEB1).

Fortunately this doll is on commands from its master (a Grim Puppeteer, also from (NEB1), which you can have pulling strings elsewhere in your world) to simply observe what creatures come through the house and only strike out if they interfere. So as long as the players never touch the doll, she will simply stare out at them with that chilling visage.

THE BODY

This body has had an accelerated rate of decay due to the necrotic attacks of the marionette. **The smell is terrible and any creature that gets close enough to examine it will need to succeed on a DC 8 Constitution saving throw or vomit.** Next to the body are the remnants of a candle - nothing left that could be used by the party to buy themselves more time unfortunately.

THE ATTIC

DESCRIPTION

Climbing up the ladder, the edges of the room are still cast in darkness as it is quite a large room. There are numerous boxes stacked up, most of which are covered in sheets and all of which are coated in dust. Along with these boxes are some old paintings, broken furniture, and other such sundries. Off to the left is set of beautiful double doors that leads to the balcony that extends out over the front door. A tiny bit of light manages to bleed into the room despite Helen's best attempts to keep the place cloaked in shadows.

THE BLADE OF NERASTRIM

For many generations a magical longsword was passed down through the family despite none of them being fighters of any sort. Joshua took this sword and was using it upstairs to pretend he was a brave adventurer, but when his father noticed it was missing he lied about having seen it and it was assumed stolen (*You can see more details about this incident in the diary found in Marcy's bedroom.*)

Joshua was afraid that his father would kill him if it was ever discovered, but he didn't want to bury it out somewhere it could be damaged or stumbled upon by the townsfolk, so he searched the house for a place to hide it and eventually found a loose panel at the back of the attic beneath a box of old maps. **The players can find this loose panel with a success on a DC 20 Intelligence (Investigation) check.** Otherwise, the players will need to read Marcy's diary to find it. **The Blade of Nerastrim is a +1 Longsword.**

THE BALCONY

The large double doors that overlook the balcony are sealed shut magically, but a bit of light still manages to find its way through. If your players are ever in desperation mode to get out of the manor, a DC 20 Strength (Athletics) check can pull them open even through the dark magic.

As the players are moving through the attic, they will notice that the bits of light bleeding through start to become obstructed as if someone were out on the balcony. Looking through one of the cracks in the doors they see Joshua (he will be recognizable from the family portraits all over the manor or from his bedroom if they have already been there). His eyes are wide and filled with fear and he appears to be whimpering, but no sound comes out.

Helen appears out on the balcony a moment later, fading into view but still translucent. She has a bloody cleaver in her hand and begins to sluggishly shamble towards her son. Joshua pleads, folding his hands together and begging, but when he sees there is no reasoning with her he decides to jump. **Moments after he leaps over the stone railing, about the time you would expect to hear him hit the ground, a beam crossing the room cracks and drops down on the party. Choose characters in a line that are not standing near the window if possible. Each of these characters will need to succeed on a DC 13 Dexterity saving throw or take (1d6 * APL) bludgeoning damage.**

THE BASEMENT

DESCRIPTION

There are two finely crafted poker tables in this room as well as two additional large wooden tables designed for dice games or general drinking. Off to the right is a full sized bar that is still stocked with every sort of liquor. Next to the bar is a wine rack that extends from floor to ceiling and is six feet wide. Over half of this is still stocked with wine, each bottle being worth anywhere from 1 gold to 25 gold. Scattered about the room are also half a dozen taxidermied animals, ranging from a badger all the way up to a bear.

STUFFED WITH RAGE

When the party moves down into this area, they are overwhelmed by the feeling they are being watched. It persists no matter where they go, just a feeling that makes the hair on the back of their neck stand up. **Have your players make a DC 15 Wisdom (Perception) check. On a success, they notice that the bear's head has definitely moved from when they first entered the room.** If the party retreats immediately, they can get out of this place without any further trouble, otherwise the animals in the room all spring to life to attack the party, their eyes glowing light blue in the darkness.

Roll for initiative.

The type of animals your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 1

- 1x Black Bear (**MM Pg. 318**)
- 1x Badger (**MM Pg. 318**)
- 1x Blood Hawk (**MM Pg. 319**)

• APL 2

- 1x Black Bear
- 1x Badger
- 1x Boar (**MM Pg. 319**)
- 1x Wolf (**MM Pg. 341**)

• APL 3

- 1x Brown Bear (**MM Pg. 319**)
- 1x Badger
- 1x Boar
- 1x Wolf

These creature have vulnerability to fire damage.

HIDDEN TREASURES

If the party takes the time to scour the room, have them each make an Intelligence (Investigation) check. On a result of 10, they find a hidden compartment behind the bar that holds an incredibly old and valuable bottle of whiskey. This is worth 100 gold to the right buyer. On a result of 20 or higher, they find the whiskey as well as a secret compartment in one of the poker tables. Within this is a set of golden dice with diamond gemstones for the pips. These are easily worth 150 gold to the right buyer. Searching for these items takes a total of 5 minutes, so be mindful of the burning candle.

HIDDEN BASEMENT ROOM

DESCRIPTION

Scattered across this room are various wooden cabinets, each with a combination lock keeping them shut. On the walls are a dozen paintings, some of these risqué and others of foreign leaders. These paintings would not do well in polite company. Sitting out in the open are a few books dedicated to topics that also don't belong in your ordinary library - *Taking Advantage of the Poor, The Basics of Blackmail, Counterfeiting Currency, among others.*

PANIC SETS IN

When the party reaches the bottom of the stairs to this secret room, Helen begins to panic. **"Get out of my home!" she shrieks. Loose documents fly into the air, paintings falls off the wall, and the candle the players hold even gives a small flicker, casting them in darkness for just a moment. She continues to ramble on about how she is going to kill them, tear them slowly limb from limb as soon as that pesky candle finally burns out. Regardless, it is clear she is growing frightened.

DAMNING DOCUMENTS

The locks to these cabinets can be easily broken with a blunt weapon as they are quite old. Some are already falling apart. The Nerastrim family thought that these being hidden away in a secret room was security enough. Within these cabinets are additional works of stolen art, documents of bribery of powerful figures, and other such items that could have easily taken down the family as well as others.

If the party takes time to examine all of these cabinets it will take ten minutes, but if they do so they will find an additional magic item. Have this be a usable magic item of your choice - perhaps a bag of holding, a decanter of endless water, or a driftglobe.

TRESPASSERS BEWARE

If your players need an additional challenge, consider adding some traps to this room. This is the location of all of the Nerastrim family secrets so it is quite appropriate for there to perhaps be a pitfall trap under the rug in the center of the room or a poison dart that fires out of a cabinet if it is opened without disabling the lock. Perhaps taking a picture from the wall causes a blast of flame or poisonous gas to spray out into the room.

Choose traps and damage appropriate to your party's level.

THE SECRET PASSAGE

On the far wall of this room is a single brick that is slightly darker than the rest of them. Players might be able to identify there is something off about this stone, but they will need to figure out that it is the knocking pattern that Joshua kept repeating that opens the passage - two swift knocks and then a long break between the next two. When these actions are performed, the stone begins to fold and slide away, making a three foot tall doorway appear in the wall. What lies beyond is what Helen refers to as **[The Crawl Space]**.

THE CRAWL SPACE

DESCRIPTION

As soon as the stone slides away and this room is revealed, a red light pours out into the basement. Looking inside you see a set of glowing runes on the floor eight feet in diameter. Lying at the center of these runes are both Helen's and Jacob's bodies. Both of them are deceased, but there doesn't appear to be any decay or rot, as if they had only just been killed - not left here years ago. The ceiling in this room is much shorter than the rest of the house at only four feet high, so some of you will have to duck if you wish to enter.

THE LURKING DEVIL

Shortly after the doorway has been opened, the crawl space begins to fill with black smoke and a voice cries out in Infernal, *"Leave this place or be destroyed."* This is a guttural, horrifying language that is offensive to the ears regardless of the message. Even without knowing the language it is clear it belongs to a creature beyond this world and that it is angry. As soon as the party makes any sort of aggressive move, have them **Roll for initiative**.

The smoke fills the entire room, but as soon it is the creature's turn, the smoke vanishes and it strikes the creature nearest the bodies of Helen and Jacob. The beast will continuously try to put out the candle and allow Helen to fly in and attack the party.

If the demon does manage to extinguish the flame and Helen enters the room, allow the players to talk her down. This is of course all up to your players, but if they point to her dead son and try to reason with her have them make a Charisma (Persuasion) check. On a result of 10 or higher, Helen's ethereal form fades away. On a result of 20 or higher, she turns on the demon and fights alongside the party.

The type of enemy your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 1x Quasit (**MM Pg. 63**)
- **APL 2** - 1x Ghast (**MM Pg. 148**)
- **APL 3** - 1x Bearded Devil (**MM Pg. 70**)

DESTROYING THE BODIES

Once the creature that has been guarding over Helen is defeated, the party can work on destroying her body once and for all. The easiest way to do this is with fire. There are plenty of wooden cabinets that can be pushed into the room and used as fuel. They could also simply take weapons and destroy the bodies completely through pure brute force, through this is quite gruesome as Joshua is only ten years old. A final option is to desecrate the runes here. It will need to be done by cutting the stone itself, but when enough of them have been broken and destroyed, her spirit will be released.

Unless she has been talked down, Helen shrieks in protest all the while, shouting obscenities and threats at the party. When she realizes that there is no point and that she has lost, the anger turns to sadness as she speaks one last time. It is slow and methodical, filled with the sorrow of a broken woman.

You killed your own family, Helen

You will never be happy, Helen

You are a monster, Helen

You deserve this, Helen

Once this is done, the house falls silent. Many of the evil creatures that have taken refuge in this house still remain, so the party's job may not be done just yet, but they will no longer have to worry about Helen's vengeful spirit hunting them down. The magic preventing light from being cast is lifted so they can use torches once again as they search the rest of the house for bodies, treasures, and threats.

THE AFTERMATH

With the town free of the curse of Helen, things return to normal over the next few weeks. Even if the party did not fully clear out the mansion, without her influence most take their leave shortly after. With all of the rightful heirs to the family dead, the party is free to use the Nerastrim Manor as a base of operations for the rest of their adventures. Regardless, the town will be rejoiced with the party's accomplishments and celebrate them as heroes for generations to come (unless of course they died within the manor in which case they will be remembered as the arrogant adventurers that doomed their town for eternity.)

LOOT AND EXPERIENCE

So ordinarily this is where I will write in the gold and XP the party should receive for an adventure, but this one is so open ended and your party may clear very little or all of the manor. Since it is a low level adventure, I suggest you have your players level up no matter how much of the manor they cleared. As for gold, it depends on how much time they spend clearing the place and selling off all of the goods within its walls.

THE WELL OF WISHES

A ONE-SHOT ADVENTURE FOR LEVELS 1-3

ADVENTURE SYNOPSIS

Step into the pixie village of Pleppil, a strange and enchanting place filled with a group of fey creatures whose society revolves around the accumulation of shiny objects. Every home in Pleppil is adorned with dozens, if not hundreds, of various objects that glimmer in the sunlight or glow by the light of the moon. The pixies frequently roam to nearby towns and roads to steal new shinies from unsuspecting townsfolk and travelers.

While most pixies make their homes high up in the trees, similar in size and design to birdhouses used by some of the wealthier city folks, one pixie by the name of Quillen is left on the forest floor. When Quillen (or Quill as his friends call him) was young, he was attacked by a wizard when trying to scavenge a copper coin. He survived, but his wings were mangled and he lost the ability to fly. The damage was so great that no pixie healing magic could repair his poor wings.

Quill is not one to give up hope on regaining his flight, however. On one of his recent travels with his trusty porcupine steed, Spike, he found a group of tall folk meandering through the forest. Always a curious pixie, Quill crept up close and did some eavesdropping. He heard them discussing a wonder called the Well of Wishes. This place is said to contain waters that can cure any ailment – hopefully even destroyed pixie wings! Now Quill seeks a group of adventurers who will join him on this exciting and potentially dangerous journey into the heart of the forest to find this Well of Wishes and finally regain his flight!

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in the first Game Master Toolkit. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found at the end of this Toolkit.

QUILL, THE GROUNDED PIXIE

As your adventurers are making their way down the road that passes through a dense forest, a creature comes bursting from out of the trees up ahead. It is a porcupine and it comes charging at the party at full speed. But this is no ordinary porcupine. No, this porcupine has saddlebags strapped to its sides and a tiny pixie sitting upon its back holding a quill in each hand to direct the spiny mount.

The porcupine comes to a stop ten feet ahead of the party and the pixie leaps down into the center of the path. *"Hail, adventurers! I am Quill of the grand city of Pleppil! I am seeking adventurers in need of glory and excitement to accompany me on a grand quest!"* Quill tells the party of his accident from over five years ago, when his wings were almost completely incinerated. He then describes the rumors that have been recurring over the past few months, people heading into the forest in search of this Well of Wishes - a body of water said to cure any illness and mend any wound. A place of hope for creatures like Quill with injuries that don't heal through traditional means.

He has been chatting with a number of squirrels as of late and is fairly certain he knows where this Well is located, but the inner forest is far too dangerous for a pixie to travel alone, especially one that can't fly. So now he seeks adventurers that might be willing to help a pixie in need and perhaps discover a place of great value as well. Quill cannot offer the party much in the way of gold, as such items are sacred in his city, but he can offer them access to the Pixie Linked Astral Network Transportation System (or PLANTS for short). This system allows pixies – and friends of pixies – to travel to specific magically enchanted trees all over this part of the world.

QUILL'S PERSONALITY

Quill, like all pixie's that are a part of Pleppil's populace, is obsessed with items that shine. Any item that the party carries that is small enough to be glued to the side of a pixie home with tree sap, Quill is quick to notice and question. He will attempt to make trades for these items, digging into the saddle bags of Spike (which function as small bags of holding), pulling out things such as pinecones, fossils, and smooth stones.

Quill is also one of the lowest status pixies in the entire kingdom as his house has very little in the way of shiny decoration. It is tough to gather shinies without being able to scout from about the trees, and what few items he does find are often stolen right off of the side of his house while he is away. This is punishable by death in pixie society, but the guards always conveniently have no idea who is behind the thefts. This leaves Quill quite upset with his own people. This is what gives him the drive to fix his wings. He will prove that if the playing field were even, he would be one of the wealthiest pixies, living the high life in the Pecan Pathway.

Quill struggles to stop asking questions. His pixie mind is always adrift and he will chain question into question into question, sometimes without even waiting for an answer. Then without warning, he will storm off after a random rock or mushroom that looks as if it might hold value in the pixie housing decoration economy.

Every night before bed he empties all of the items in Spike's saddle bags and uses a bit of ink on a large leaf to account for all of the items and their shine rating. He is meticulous in this endeavor and it takes him almost an hour every time, but he insists it must be done. Feel free to give Quill other fun quirks and characteristics to make your players want to aid him and visit again even long after this quest is complete. He is meant to be a silly, fun character that your players will grow to love by the end of the journey, so really let loose roleplaying him.

INTO THE WOODS

When the party accepts Quill's offer, he jumps high in the air, ecstatic with the news that he has finally found someone willing to help. He leaps on the back of Spike and instructs the party to follow him into the woods. It is a multi-day journey to the well, or at least where the well is if the squirrels aren't lying to him, and they will need to gather supplies in Pleppil. Plus, he can show them the PLANTS tree they will have access to after helping him.

The party enters the forest and it quickly becomes dark as they are enveloped by the loving arms of mother nature and her dense canopies. All manner of small creatures scurry about this area, not paying much mind to the party as Quill leads the way forward on his trusty steed. Quill explains that thanks to the magics of the pixies, only someone who has been personally invited into a teleportation tree can make use of their network.

After two hours of journey, Quill pauses for a moment and signals for the party to be quiet. *"Do you hear that?"* He asks, looking left and right cautiously. It is now that the players notice the woods have gone silent. Up until this point, there has been the constant chirping of birds and bugs, but now it has all ceased except for the occasionally whistle of wind flowing through the leaves. Quill reaches into a saddle bag and pulls out a small bow crafted from one of Spike's quills and a piece of plant fiber. *"There are predators abound!"*

THE AMBUSH

Moments later, low growls can be heard along with the sound of twigs snapping underfoot. The party has less than ten seconds to organize themselves into position before they are attacked.

Roll for initiative.

The types and number of wolves your party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1** - 3x Wolf (**MM Pg. 341**)
- **APL 2** - 5x Wolf
- **APL 3** - 1x Dire Wolf (**MM Pg. 321**), 2x Wolf

The wolves hunt in pairs with any leftover wolves striking from the back to take down the weaker looking targets. If one of the players falls to these wolves, the wolf will start to drag the body away from the fight, forcing the players to react quickly if they want to save their companion. The forest is also incredibly dense with trees very closely packed together that obstructs line of sight heavily. Make sure to clutter your battlefield with trees every ten feet or so to give your players some additional challenge in this combat.

At the start of the fight, Spike panics and runs off into the forest with Quill still on his back as he tries to regain control of his terrified mount. Quill reappears shortly after the combat ends, apologizing profusely for this lack of contribution against these beasts. Once Spike has calmed, Quill leads the party forward once again. Fortunately the rest of the journey to Pleppil is without incident.

PLEPPIL, THE PIXIE PARADISE

Pleppil is as strange as it is delightful. There are over five hundred pixies that live in the city which is built in the treetops surrounding a massive, ancient tree at its center. This tree has leaves that shimmer a subtle cyan color and when the wind blows, small glowing flakes fall to the forest floor where they continue to glow for a few minutes before fading.

The largest of the pixie homes are nearest to this tree, but none of them are attached to the ancient tree itself. Some of these homes are as large as a wood stove and their entire exterior is coated in coins, rocks, mushrooms, and pieces of fabric. The houses further from the center grow smaller and become less extravagant in their décor, though all of them have some amount of bright decoration displayed on the front side.

Dozens of pixies fly back and forth through the area, playing games and chasing after butterflies. Some of them leap from tree to tree on the backs of saddled squirrels. There is a fleet of half a dozen pixies performing military exercises on the backs of crows, each of which have their own saddlebags similar to those on either side of Spike.

As the party approaches, the fleet spirals overhead and begins circling them as an apparent leader speaks out. *"I am Fleep, leader of the Pleppil Avian Defense Squad. What brings you to our grand city?"* The crow hovers in place, seeming uninterested in the actions occurring around it. *"Answer truthfully or be destroyed,"* he threatens and pulls out a small item from his pouch that resembles a blueberry. He holds up this item in an attack posture and waits for an answer.

At this point, Quill interjects, *"They are with me!"* He shouts, leaping from the back of Spike as he does so. *"They are going to take me to the Well of Wishes that the tall folk keep talking about!"* Quill is quite excited.

The other pixies look to one another for a moment before bursting into laughter. *"Ok then, Quill, whatever you say. You all are free to enter, but be warned, if you try to steal from any of our beautiful homes, I will personally hunt you down and end you!"* Fleep gives one final stern look to the party before the crows take off in a V formation.

QUILL'S CONFESSION

After the others leave, Quill looks around a bit nervously before whispering, *"So technically none of the other pixies believe the Well of Wishes is a real place. And you will only be able to use the teleportation network if it is real and we succeed in getting there... so yeah."* He seems terrified of the party's reaction and stares down at the forest floor while waiting for a response.

He will reassure the party that he is confident it is there and he goes on to say that whether it is there or not, he will give them a human friendly pixie bag. This is simply a Bag of Holding, but to Quill this is a place to store all of your shinies when you are out and about. Hopefully this will be incentive enough to drive your players to his aid regardless.

Once things have been settled, Quill shows the party around the city – from the luxurious Pecan Pathway all the way down to Shrub Street where Quill himself lives. He is the only pixie that does not live up in the trees, but it allows him to have quite a large home even for the low district. He is also unfortunately at the edge of where the guards patrol and being on the ground he has quite a few unwanted visitors, so his house is surrounded by a fence, giving him a little yard that he maintains with love.

He tells the party they are free to set up camp wherever they would like on the outskirts of the city, but to be careful not to create a fire anywhere near the city limits. After the great fire incident of three summers ago, they have a zero tolerance policy against flames.

EXPLORATION

It is growing late when the party arrives, but there are still a few hours of sunlight they can use to travel around the pixie city and interact with the locals. Most of these creatures are excited to show off their lovely homes to the party and will ask them for stories on how they obtained their own shinies. Many of them will offer trades to the players, some of which may be to the great benefit of the party as the pixies have no true value of currency beyond its shine, though they do not fall for illusions as many of them can create illusions of their own!

SAMPLE PIXIE NAMES

Glip, Blik, Leef, Fern, Twink, Kali, Pom, Thorn, Bree

The tree at the center of town is known as the Feyroot Tree. The tree is enchanted with ancient magics and allows its roots to pierce directly into the Feywild. The pixies use this in combination with their own fey magics to travel freely between the two planes via the anchor point of this tree. When a pixie approaches and performs a specific incantation, a large doorway opens up and allows passage to the interior of the tree. Within the tree are a dozen other doors that all lead to other similar trees scattered across the lands and one that leads to the matching Feyroot Tree in the Feywild. Only someone who has been taught the incantation by a fey creature can use the network. Additionally, a non-fey can only endure the effects of the teleportation once a week or their body will suffer irreparable damage.

Strung up between the trees are tightly woven fibers with small glowing orbs set into them that lights up the entire city after dark. These weave in a massive web with thousands upon thousands of these shimmering nodes. They are primarily the color of faerie fire – purples, blues, and greens – and occasionally spark in a large poof of glitter that drifts away on the breeze. These shine bright, but are not considered a valuable currency because their supply is so high.

Once the party is done exploring, they can settle down for rest beneath the dazzling light of Pleppil as the Bat Guard takes flight to protect the city and its citizens.

THE DEEP FOREST

In the morning, Quill wakes the party and presents to them a platter of food on a massive leaf. It is an assortment of various berries, vegetables, and fungi, but it is all edible and actually quite delicious. Quill gestures to a few rather large sacks next to his home. *"I had to sell off some of my remaining decorations, but I got us everything we should need to get there!"* Within this bags are even more food as well as dozens of marble-sized clear spheres of water. These spheres have a membrane that keeps the water suspended in place. Quill demonstrates how they work by popping one into his mouth and immediately spitting out water.

Once the party has gathered their supplies it is time to go into the forest. It takes three days to arrive at the area Quill suspects is the home of the Well. During this time, feel free to roll for forest random encounters in the **Random Encounters** section of the Toolkit. The amount of encounters your party faces should vary depending on the playstyle of your group and the time constraints for the session, but as the Dungeon Master you should be able to make the best call for your group's individual needs.

THE GOBLIN PATROL

On the third day of travel, the random encounters stop and we get back to the story. Around noon, the players hear some chanting and the sound of metal clanking off in the distance. They will have ample time to take cover as the squad of goblins heading their way are not concerned with being quiet.

If a player speaks Goblin, they can overhear the creatures complaining about how far it is to the Well and they hope that their leaders add another group to the rotation soon. These goblins are approaching at an angle, but heading towards the same destination as the players – The Well of Wishes.

The types and number of goblins depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1**
 - 4x Goblin (**MM Pg. 166**)
- **APL 2**
 - 1x Goblin Boss (**MM Pg. 166**)
 - 4x Goblin
- **APL 3**
 - 2x Goblin Boss
 - 6x Goblin

The goblins are following a distinct path through the forest with much of the overgrowth being cut away. The rest is trampled down from repeated travel down this same trail. The players certainly have the option to simply hang back and simply follow the trail to find where the goblins are going. This isn't a combat that the players are forced into, but if they get too close they may risk detection. Have the party make Dexterity (Stealth) checks if you feel they are not using appropriate stalking tactics. If the goblins *do* spot the players, they will immediately attack.

This combat is quite difficult, but it is intended that the party will be the one performing the ambush if they are clever with their tactics. Players who head into this encounter unprepared may have their journey cut short!

GOBLIN INFORMATION

It is quite possible your players encounter these goblins and capture one to interrogate. They speak in broken common and may need some convincing to give up their secrets, but they will eventually talk. The goblins are taking water from the Well back to their village a few hours away and using it in an attempt to make superior goblin fighters. They train and train with brutal strikes, taking otherwise unnecessary risks, and then are healed by the waters of the Well so they can continue to train. **And remember, this is goblins speaking in broken common so the messaging may not be obvious and the players may have to ask multiple times for the same information.**

They are early in the process, but some of their warriors are far stronger than it was ever predicted possible for a mere goblin. The goblin will also tell them that the water only retains its healing properties for a few days. They lost a few goblins when learning this as they drank the healing waters only to die from their wounds anyway.

The goblins take rotations on guarding the Well with other goblins carrying shipments back and forth. The path through the forest is largely caused by the large barrels of water they transport back to their village. At any point, there are at least three goblins on duty at the Well, making sure no one else gains access to their new sacred fountain of healing.

VARIABLE OUTCOMES

What happens next depends on whether or not your players killed these goblins or allowed them to reach their destination unaware of their followers. Go to the section that corresponds with your player's actions - **Undetected** or **Dead Goblins**.

UNDETECTED

If the goblins manage to arrive at their destination without spotting the players and without the players attacking them, they start to talk to other goblins. After a few minutes of discussion, these guards pack up their things and head back towards the village, hauling a few carts filled with barrels behind them. The new goblins take up their positions on watch, scattered throughout the area and waiting to jump at the first sign of activity.

If this is the case, when the players do need to encounter or sneak past these goblin guards, they are the same as listed above in the Goblin Patrol section. As mentioned above, the enemies are quite difficult, but they are scattered around the area so they may require a few rounds of combat to reach the players. Additionally, your players should be the ones initiating combat unless they are detected prematurely.

Move to **The Well of Wishes** section.

DEAD GOBLINS

By the time the party arrives at the Well, the other goblins in the area have already begun to grow suspicious. Their replacements should have been here by now and they are restless after a long shift. They are on high alert, making any approach towards the Well difficult. After an hour, two of the goblins head down the trail to try and find evidence of what happened to their comrades while the others stay behind.

The types creatures and number of creatures depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1**
 - 1x Worg (**MM Pg. 361**)
 - 3x Goblin (**MM Pg. 166**)
- **APL 2**
 - 2x Worg
 - 4x Goblin
- **APL 3**
 - 1x Goblin Brute (**NEB2**)
 - 2x Worg
 - 4x Goblin

This is a heavily Deadly encounter, but your party is meant to get the drop on the goblins with a surprise round of combat or by waiting long enough for the others to leave and check on their comrades that never returned. The goblins are also spread around a rather large area, taking time for goblins on the other side of the well to enter the fight so your party will have a round or two of actions to perform before reinforcements arrive.

Make no mistake, if your players run head first into this encounter, there is a good chance they will die, so do your best to emphasize the deadliness of these worgs and show that these goblins are trained fighters to encourage the players to use strategy when approaching the situation.

Move to **The Well of Wishes** section.

THE WELL OF WISHES

At this point, the Well itself cannot be seen by the players. The goblins are guarding an incredibly dense portion of the forest with trees and brush grown so abundantly that passage through the area seems impossible. It creates a tall wall around a circular area with an 80 foot diameter and overgrowth at least 5 feet thick. It takes 10 minutes of hacking and slashing with sharp objects just to pierce through to the inner sanctum of the Well. 10 minutes after entering the interior of the well, the plants have all regrown and the wall is once again solid.

The Well itself is a large stone bowl, 10 feet in diameter, that is suspended over a *massive* pit. Thick vines from the nearby trees loop around the well and keep it held aloft, though it still hangs far below ground level. A few particularly thick roots serve as walkways large enough for a medium-sized creature to walk out and reach the stone bowl that rests at the center. Along the interior of the bowl are ancient runes that occasional glow and cause the water to become illuminated. **Success on a DC 13 Intelligence (History) check reveals that these runes are written in an ancient language, similar in nature to celestial, but nothing that seems to make sense to any member of the party.**

Each drink of water a creature takes from the Well restores 3 (1d4 + 1) hit points immediately. The water can repair deep scars, restore lost limbs, and even end magical curses on creatures, but only if they bathe in the water for an extended period of time (the duration varying depending on the severity of the injury or curse, but no more than 8 hours). A vial of the water from this pool serves as a standard healing potion, but loses its magical qualities after being away from its source for three days, so it is not a long term solution to injury.

The cavern beneath the bowl extends one hundred feet before it finally branches off into an elaborate system of tunnels far beneath the forest floor. Feel free to use this as a future dungeon that holds an ancient relic or perhaps as a passage into the Underdark, but for the sake of this adventure it is simply an obstacle that needs to be avoided at the risk of almost certain death from the fall.

RECOVERY

In order to reach the central bowl, the party will have to make their way across the thick vines holding aloft the Well over the massive chasm. This doesn't require a skill check, but should invoke some fear in your players, as at their level falling would be certain death. Build tension by describing the light swaying of the vines as they walk closer to the bowl.

In order for Quill to restore his wings, he will need to bathe in the waters of the Well of Wishes for two hours. During this time, the party can watch as little beads of light move back and forth across his wings and slowly mend them to their former glory. They can also mend any of their own wounds from the battles they have endured. The water is always crystal clear. Even if someone covered in blood and much hops into the bowl, it is washed from them and disappears without a trace. In addition, no matter how much water is taken out of the bowl, the water level never seems to fall.

Once Quill is healed, he takes to the skies and soars around the area, overwhelmed with joy to finally be able to take flight again after all these years. After zipping around the players a few times and thanking each of them with a hug, he flies one hundred feet straight up, above the tops of the trees, and gives out a loud cheer. A moment later, an arrow flies through the air and misses Quill by just a few feet. His joy turns to terror as he dives back down to the party. *"Goblins! A lot of them! We have to get out of here!"*

RUN!

A horde of two dozen goblins is coming, but they still must get through the protective ring of flora surrounding the Well of Wishes to reach the party. The players will need to act fast and find their own way out of the area before they are overwhelmed.

Allow your party to be creative with their escape plan. It will take the goblin horde about five minutes to cut their way to the interior of the ring, so your players will have to find a strategy that works even faster. Possibilities include burning a path through the plants with fire spells, using ropes to climb high into the trees and avoid the thick brush at the base of the area, or cutting into the trees and trying to circle around through the brush to another area before cutting their way out. There is no correct way to approach the situation, but if your players try to simply cut faster than the goblins, they will find that is not sufficient as the goblins have specialized weaponry and a small army working together. *(You can play out a combat of 18 goblins and 6 worgs - enough to easily wipe out the party - or simply narrate their capture and potentially give them a chance to escape, but this will be strictly improvisation if you choose this route.)*

Remember that Spike is still with the party and Quill refuses to leave him behind! Remind the players of this if they come up with a plan that requires climbing - someone will need to hold the porcupine.

Once the party is free of the central ring, they are still not yet out of danger. When the goblins break through to the center and see that it is empty, they will quickly disperse to the local area on the hunt for the intruders. Your players will need to use their speed or stealth to avoid these goblin scout parties as they head back towards Pleppil.

FOLLOWED

On the first night your players rest after their encounter with the goblins, they will be attacked. This will not be the entire war band, but will be a significant enough force to cause your players distress, especially since they have not yet had time to finish a long rest, though they should be at max hit points thanks to the healing of the well. The goblins can see in the dark and will use that to their advantage as they encircle the camp and attempt to strike from two directions.

Have the character on guard make a Wisdom (Perception) check against the goblin's Dexterity (Stealth).

On a success, they will see a small goblinoid figure moving behind some nearby trees and be able to wake the party. On a failed save, they see nothing and assume it was just the wind or perhaps Spike making some noise. The goblins will get a surprise round against the party if this is the case.

If your players left no one on guard, then the goblins automatically succeed and get a surprise round of combat as your players are awoken to arrows being fired at them.

QUILL'S INSIGHT

If your party is level 1 and risk being killed outright by a single goblin arrow, consider having Quill notice the goblins skulking in the dark and wake the party.

The types and number of goblins depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1**
 - 2x Goblin
 - 2x Pitiful Goblin
- **APL 2**
 - 3x Goblin
 - 3x Pitiful Goblin
- **APL 3**
 - 1x Goblin Brute
 - 1x Goblin Boss
 - 2x Goblin

A TRIUMPHANT RETURN

Once these goblins are defeated, the rest of the travel back to Pleppil is without interruption (unless you wish to roll random encounters again). Quill rides in on Spike and takes him home, putting his loyal mount away in his stable. Many of the pixies have gathered around by now. Quill was gone for nearly a week and everyone assumed he was dead, so it is strange to see him back alive. Even though they never believed in the Well, they are all curious.

Quill explodes out of Spike's stable and soars up into the trees, laughing and cheering as he circles all of Pleppil. Every pixie in the city comes out and cheers him on. As cruel as they were when his wings were crippled, the pixies are still happy for Quill. The joyous pixie seems to instantly forgive them and hugs over three dozen other citizens of Pleppil before finally returning to the players.

"Oh yeah, you need access to the PLANTS!" he shouts and flies into his house. There is a great deal of shuffling around and a few crashes before Quill reappears holding a perfectly smooth stone with cyan runes glowing upon it. He holds it up to the players and instructs them to lick the rock, as doing so it what allows them to open the PLANTS doorways. Feel free to use this network as little or as much as you see fit for your world. It is meant to be a fun, limited use fast-travel system that may return the party to Quill and his people as they continue their adventures.

In addition to access to the network, Quill hands over a bag of holding as promised and gives every member of the party one final hug.

ONE FINAL REQUEST!

After hugs are complete, he looks to the ground nervously before finally asking if the party would be willing to each chip in a copper coin and sign it so he can display it on the side of his home so he never forgets what they did for him.

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the quest. Feel free to adjust these values if you see fit (especially if you included additional random encounters!).

- **APL 1** - 300 XP per player
- **APL 2** - 600 XP per player
- **APL 3** - 1,800 XP per player

LOOT

- 1x Bag of Holding
- Access to the PLANTS travel system
- A wonderful friendship

DESCENT INTO DREAMS

A ONE-SHOT ADVENTURE FOR LEVELS 1-5

ADVENTURE SYNOPSIS

The lord of a local realm is having his council members systematically killed or cast out for treason with little to no evidence to support the claims. This has been occurring for some time and a local shaman by the name of Borjah thinks he knows the cause. In his visions, he has seen a strange spirit shifting the shadows, a puppet master using the lord as its personal servant by warping his mind. This entity is slowly gaining power in the city and increasing its dominance over Lord Kestyl. Borjah attempted to warn the council of this corruption, but all those he informed ended up dead a few days later, so now he is taking matters into his own hands... with a bit of help from some willing adventurers of course.

Borjah has a few strands of Lord Kestyl's hair, enough to create a strange potion for the party to consume. A potion that will link their minds to that of the lord and be able to fight back against the corruption that has taken hold. All they need to do is wait until his mind is at its most vulnerable... when he is asleep. Then, and only then, they can plunge into the mind of this once nobleman and drive back the forces of darkness that threaten to destabilize the entire political landscape of the area.

The potion is powerful. Dying while in this dream state cause such severe mental trauma that it usually results in the death of that individual in the real world, so the party will need to be careful. The rules of the normal world don't necessarily apply in the realm of dreams, and as they close in on the entity things are sure to grow more and more chaotic and illogical. Find out if your players have what it takes to fight back against an invisible evil using nothing but their strength of will!

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in the first Game Master Toolkit. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found at the end of this Toolkit.

THE CORRUPTION OF LORD KESTYL

Lord Thomas Kestyl (or whichever local lord you wish you use in your own game) has ruled over this land for some time and up until recently has been a positive influence on the area. Citizens of his great city of Azmar regard him highly and trust in his wisdom. This is the result of years of preparation under his father - the previous ruler of these lands.

Unfortunately, as of late his intentions have seem skewed and his judgment flawed. The reason for this is that a dark entity has taken up residence in Lord Kestyl's mind, corrupting his thoughts in such a way that Kestyl has no idea it is even happening. His dreams are being manipulated, and as a consequence of these subtle subliminal scenarios, his sanity is slipping.

Over the last few months he has accused multiple long-time council members of treason on nothing more than a whim and has either had them locked up, exiled, or even executed. The citizens are not sure what to think – turn their back on a lord that has provided for them for decades, or take up arms against him as his reign turns from trusting to tyrannical?

THE DREAM MANIPULATOR

The entity that resides within Lord Kestyl's mind is known as a Dream Manipulator. It has no physical form and passes from person to person through thought alone. They are born into existence when a soul is lost to a particularly terrifying nightmare and from there they seek out new victims which they can torment. Their only goal in this world is to inflict widespread pain and suffering. These beings can jump from host to host when the creatures they occupy make physical contact, and beyond a shiver up the spine, it is impossible to tell when the manipulator has set upon you.

Kestyl has been being tormented by this manipulator for three months now. At first it came in the form of paranoia – increasing the guards on the outskirts of town, turning down mutually beneficial alliances with nearby nations out of distrust, and cancelling public appearances for fear of assassination. In the last month, the treasonous accusations began and since then over six members of the high council have been removed for conspiring to take the throne from the Kestyl family.

BORJAH HAJROB, THE DREAMCATCHER

When the party enters the town of Azmar, they are approached by a strange gnome by the name of Borjah Harjob. He wears multi-colored robes and an intricate yet beautiful dreamcatcher around his neck. On his face are a pair of oversized bifocals that make his eyes seem massive, especially with the gnome's small, crinkled nose. He has a large bald spot on the top of his head, the white hair forming a horseshoe around his sunburnt head. His beard hangs down to his belt buckle and he always travels with a walking stick with a mummified bullfrog fixed to the end of it.

Borjah walks up to the party with great confidence and speaks, *"Ah yes, you are finally here! I have foreseen your arrival for quite some time now. Quite some time, indeed. Now that you are here we have no time to waste if you are to save the city! Come now, follow me!"* He begins to walk away from the party, beckoning them to follow even before he hears a response.

When your players ask how this gnome knows who they are, he will explain his gift. *"I am a seer of sorts. Borjah Hajrob is my name. They call me The Dreamcatcher, though that is not my official title. I see visions through dreams and can extract and view the dreams of others. I also do quite a bit of memory manipulation and hypnotism, but that is not relevant to the matter at hand. I have dreamt of the arrival of a band of heroes just like yourselves. Strong minds amongst you all – vast imaginations. These are things you will need if you are to succeed!"* He gives out a laugh and taps his staff against the cobblestone streets. *"Come now, no time to waste!"*

If the party needs persuasion to follow the gnome, he will begin to list off some of their recent endeavors or perhaps one of their recent nightmares to show that he is not simply an old fool. He also informs them that he is a consultant to the high council and that other members have come to him personally to investigate Lord Kestyl's strange change in behavior. He also mentions that there is a reward to any who can help - quite a large pile of gold!

BORJAH'S HOME

Borjah leads the party to a home a few blocks away from the main road. It is tucked back in a strange part of the town populated primarily by gnomes, so many of the buildings are much smaller and there's a seemingly endless number of doodads and gizmos decorating the various businesses and homes in this area.

Borjah's home is a regular sized building with a smaller door and shorter windows. There are no less than twenty dreamcatchers decorating the exterior of the house, some of them made of simple string and beads, while others have small gemstones and runes laced into their designs. The result is a home that glows with every color of the rainbow. Borjah pushes open the front door and invites the party inside.

Despite the door and windows being short, the home itself is made tall enough to accommodate larger folks.

Unfortunately, Borjah does not have chairs made to support a full party so some will have to sit on the floor. Borjah leads them into the den where he has two fireplaces, both of which are currently ablaze and one with a bubbling cauldron suspended over it. There are hundreds of books in the home, but they are all in complete disarray – stacked atop tables, chairs, fireplace mantels, and simply lying on the floor. There is an incredibly elaborate alchemy lab in the far corner of the main living space as well and anyone with any information about such a setup would know that the equipment alone would cost well over 500 gold.

THE SITUATION

Borjah invites the party to gather around the fireplace and make themselves comfortable as he grabs a book from a stack near the kitchen table. *"They call me The Dreamcatcher, but what we deal with is known as a Dream Manipulator! It is a sinister creature that brings chaos and devastation wherever it goes by subtly altering the subconscious mind of powerful individuals. They are very rare and very dangerous."* He starts to pace back and forth in front of the fireplace. *"And worst of all, they have no physical form for you to go in and hack to bits with your blades. These creatures only exist in the minds of their host, feeding off of their thoughts like a parasite."*

He looks to the party and gives a smile. *"This is where you come in! I, being a gnome that prefers to live up to his reputation, have created a way for someone to combat this entity on a new kind of battlefield - one within Lord Kestyl's own mind!"* He pauses and looks expectantly at the party, clearly waiting for applause or some sort of shocked response. When none comes he coughs and continues on, *"Yes, as I was saying, you will be able to go into Lord Kestyl's mind alongside this entity and draw it out. Once it has shown itself to you, you can strike and destroy it once and for all!"*

Borjah continues to explain the situation with Kestyl and all of the terrible things that have happened. He tells the party that the concoction brewing on the fireplace is a Potion of Mental Freedom. When consumed, your body will fall to the wayside and the only thing left to exist is the mind. Borjah has added in some of Lord Kestyl's hair to the brew, which will cause their minds to latch on to his while he sleeps. Their entire world will be dictated by Kestyl's thoughts and that is the world they must conquer to bring the old lord back.

The potion comes with a significant drawback, however. While it does give complete freedom of mind, allowing one to infiltrate the subconscious thoughts of another, if someone dies in this reality of the mind, then their physical body will perish along with it. It is a danger just like any other, but with a bit more room for the unexpected and the unexplainable. They will only be able to control their personal actions within the bounds of a world created by another.

The players can continue to ask questions and Borjah will answer them all the best he can, stating that they must wait for nightfall to start the ritual regardless as Lord Kestyl needs to be at rest for it to work correctly. He will also inform the party of their reward which scales based on your APL:

- **APL 1** - 75 gold per player
- **APL 2** - 150 gold per player
- **APL 3** - 250 gold per player
- **APL 4** - 350 gold per player
- **APL 5** - 500 gold per player

THE RITUAL

Once Borjah has explained the situation to the party, he sets them free to do as they please until nightfall. He will make them a nice dinner and is willing to share stories. He will also give them access to his grand collection of books whilst they wait... but when the time comes, he quickly turns serious.

He gathers the party and pulls a small ceremonial blade out of his pocket. *"In order to ensure that you all stay together and wake up in the same place within Kestyl's mind, I need to add a little extra something to the mixture to bind you to one another... so if you don't mind, I will be needing some blood."* He passes the blade to each of the party members, holding a glass vial beneath their fingertip as they make the required cut. Once all of the blood is collected, he runs over and adds it to the cauldron. The smoke billowing out turns lavender in color. *"It's almost ready,"* Borjah whispers.

The gnome runs to his bedroom and comes back with multiple blankets and begins laying them out on the floor. He then runs into the bedroom a second time, this time coming back with pillows for each of the players. *"Once you consume the potion, you will fall asleep in less than a minute, no matter how hard you struggle against the urge. I suggest you simply embrace the sleep and go willingly so your mind is at ease when this all begins."*

Borjah extinguishes the flames of the fireplace and immediately begins ladling out the contents of the cauldron into various cups. Even though the fire was extinguished only moments ago, the cup and its contents are cool to the touch. It is a deep violet color and smells of tea leaves. If anyone questions this Borjah adds, *"Yes, unlike most brewers I like my potion drinking experience to be pleasant. Usually adding something to give it a more palatable taste does not disrupt the other key components of the mixture."*

Once Borjah has handed a cup to all of the players, he gives them one final look. *"Now, this may seem like it takes a while, but that is just because your mind is at ease. I expect you to wake up in no more than ten minutes, though it may seem like many hours or maybe even many days in Kestyl's dreams."* Borjah strolls over to the window and looks out at the moon high overhead. *"Alright then... drink!"* He cries out and smacks his staff against the floor.

The players immediately have their vision blur as an overwhelming need to sleep hits them. If they concede to the desire, they are asleep within ten seconds and they wake up within the mind of Lord Thomas Kestyl and his special guest – the dream manipulator.

THE FIRST DREAM: THE PRISON IMPRISONED

When the players next open their eyes, they are all within prison cells. The party is paired off in a dark, decrepit dungeon. Though they are asleep, everything they experience here feels real. They can smell the stench of other prisoners and hear the scurrying of rats through the area. Directly across from the party are other people in cages – mostly older men locked away, some of which are unmoving – possibly dead. Metal bars surround them on three sides with a stone wall on the fourth. They can reach through the bars of these cages and touch one another, but the doors to all of their cells are locked. Torches scattered every fifteen feed provide dim light along with faint sunlight that bleeds in from outside.

There is a single sound that pierces through the rest of the noise in this awful place – the sound of a man crying. They can hear the whimpers echoing throughout the halls from far away, *"I didn't mean to, I didn't mean to. It wasn't my fault..."* This is Lord Kestyl, a prisoner within his own mind.

If the party tries to speak to any of the other prisoners, they are met with nothing but savage, snarling responses. They are all essentially mindless, ravenous beasts that claw at their own flesh and the walls of the cells. Blood pools on the floor beneath them as a result of their self inflicted wounds.

ESCAPE

The party is without armor, without weapons, and without magic in this world. Any of their ordinary supernatural abilities seem to fail as they are nothing but ordinary prisoners here. They will have to get a bit creative to free themselves from this place.

The players are in cells next to one another. The stone wall behind them is solid, as are the bars that barricade the window that allows a single square of sunlight to shine into the cells. **Success on a DC 10 Intelligence (Investigation) check reveals that two of the bars between their cells are quite rusted. With a few hard kicks they can be knocked down and the party can all crowd together in one cell.**

Once the party is together, they can use a variety of tactics to get themselves free. Options include using the broken bars to give themselves leverage and have everyone make Strength checks to rip the cell door right off its hinges. They can wait a few minutes or so for a guard to pass by and when he sees they have crowded into the same cell, he will open the door with sword drawn. This is a CR $\frac{1}{8}$ Guard (**MM Pg. 347**). The party can quickly dispatch him and take his keys. There are other solutions the party can employ as well, just make sure it is plausible and allow them to break free from their imprisonment.

FINDING THE VOICE

Even once the players have escaped their cells, they are far from being free. They can still hear the voice of Kestyl whimpering throughout the area, but it is impossible to determine its origin. Each end of a hallway branches into a three way intersection that leads to more cells, which also lead to more cells, and so forth. This prison is illogically endless.

The party will need to wander through this endless prison until they find Kestyl in his cell. Have them encounter a few very weak guards along the way that they will either need to defeat or avoid via stealth or distractions. Have these encounters be simple role-playing events as there is no need to bog down the adventure rolling for initiative to dispatch a single foe.

After what seems like an eternity of walking, the party finally finds Kestyl. He is dressed in tattered royal garb and covered in dirt and grime. It appears he has been here for quite some time. He is curled up into a ball, holding his knees to his chest as he continues to whimper, taking no notice of the party until they move next to the cage.

KESTYL, A MAN TERRIFIED

Kestyl runs to the bars of his cell and cries out to them in desperation, *"Please... please help me! I've been here for so long..."* The players can talk to Kestyl and he will explain that he was betrayed by the captain of his guard and has been in prison for years now. He will rant about how he always knew that Captain Gronell was a traitor and he will have his revenge. Kestyl's cell, unlike the others, does not even have a door they could hope to open to free him, so the best they can do for now is talk some sense into him.

The party will need to start to explain to Kestyl why they are here and what is going on, and when they speak to him for long enough a look of revelation crosses his face. *"I'm... being tricked,"* he mutters. *"Help me kill this thing. Whatever it is. Please!"* He calls out in desperation and reaches a hand out to the party.

THE MANIPULATOR SPEAKS

A voice interrupts: *"I'm afraid it is time for Kestyl to go to his quiet place once again."* The voice is deep and speaks at the volume of a whisper – sinister. There seems to be no origin for the voice, it simply resonates throughout the entire prison.

The bars on Lord Kestyl's cell begin to transform, twisting and bending and morphing into brick. The bars on the window close off first and cast him into darkness. *"No, not again. Please!"* He cries out. *"I can't fight back against him... but perhaps I can give you a fighting chance!"* As Kestyl speaks these words, the party has their armor and weapons returned to them, or at least a version of their gear close enough to be useful. The bricks continues to form and just moments after he is done speaking he disappears into the brick box.

OPENING THE CELLS

"Now, time for our uninvited guests to take their leave," the sourceless voice speaks again and the door to the cells swing open – all of them. The entities within the other cells stand and begin to shamble out of their containment, their eyes filled with savage intent and a primal ferocity painted on their faces. They see the players and begin to surge forward through the now open doorways of their cells.

Roll for Initiative.

The type of enemy your players face and their numbers depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1**
 - 3x Zombie (**MM Pg.316**)
- **APL 2**
 - 1x Ghoul (**MM Pg.148**)
 - 3x Zombie
- **APL 3**
 - 2x Ghoul
 - 4x Zombie
- **APL 4**
 - 1x Ghast (**MM Pg.148**)
 - 2x Ghoul
- **APL 5**
 - 2x Ghast
 - 2x Ghoul

The players can move to engage the zombies and potentially even shove them back into their cell to keep them contained (*once the doors close again they become locked*). The path between the cells is ten feet wide and extends in each direction for fifty feet from Kestyl's cell before splitting into three-way intersections. The limited width of these halls can make combat a bit difficult as characters block line of sight of enemies beyond.

Once all of the creatures are dead, the torches at the ends of the hall begin to flicker out one at a time, closing in on the players from each direction. Even creatures with darkvision cannot see beyond when the light goes out... Even the sunlight that was pouring in through the windows moments ago disappears as the entire world seems to collapse in upon the party.

"You've made a deep mistake coming here," speaks the voice. *"You attempt to help but all you have done is given me more minds to feed upon, more nightmares I can use to fuel the flames."* The light continues to fade until the party is left with a single torch providing all of the light for the area and beyond its fading light is an abyss. As the torch burns out and casts the party into complete darkness, another voice interjects - the voice of Kestyl in a forced whisper that pierces the entire prison with desperation - *"I will not be silenced again! Kill It!"*

THE SECOND DREAM: THE BATTLEFIELD

The world goes dark for just a moment, then light flickers before the party's eyes once again. The blasts of cannons can be heard all around along with the screech of blades clashing against one another and against armor. The air smells of blood and of waste from the soldiers that lay dead around the party - some scorched from the attacks of enemy wizards, others slain from the arrows of a far off archer. *"They're going to breach the wall!"* A voice shouts out that cuts through the sounds of battle and brings the world into focus.

"Interesting, he brought you to this dream. His mind is stronger than I realized. No matter, this should do nicely," the entity's voice calls out and then gives a twisted laugh that slowly fades as the cacophony of battle returns.

The party members are in full military garb, bearing the symbols of the city of Azmar. They are behind a great wall that protects the castle at the heart of the city. Through a few holes in the stone through which they can see figures adorned in green and white outfits – those of the Kingdom of Kathera. **Success on a DC 15 Intelligence (History) check has the players recall a war between Azmar and Kathera some twenty-five years ago.**

Stone begins to crumble from the wall next to the party as the boom of a battering ram slamming into it resonates through the dream. Looking further down the wall, the figures of soldiers fighting is visible but they are all out of focus no matter how hard one tries to look at them. The terrain in the distance resemble that of a painting, still and unliving, the memories of a man who didn't have time to take in the full details of the moment and fills in the gaps the best he can.

A man calls down to the party, *"Raise your weapons and get back! They are going to be storming through the breach in moments! Hold them off and destroy that battering ram before it reaches the castle!"* This is the voice of Lord Kestyl. He is much younger now and dressed in a set of glorious plate mail armor. His face is covered in a mixture of dirt and blood, but his armor seems to be without damage.

WHAT LIES BEYOND

More stone erupts towards the party as the battering ram strikes again. Kestyl turns and looks out over the battlefield from atop the wall and shrieks, *"What by the mercy of the gods is that?"* His voice is filled with terror as he stares with wide eyes. The entire world seems to shake with terror and fear as Kestyl reflects on this critical moment in the battle. As the wall explodes, soldiers begin to swarm in as expected and they can see what lies beyond the wall that has caused such fear in Kestyl – a humanoid at least twenty-four feet tall. It is wearing thick black armor and wields a blade as large as a full grown horse.

A fire giant.

The party can feel the temperature drop a full ten degrees and the world blurs around the edges. They can see Kestyl up on the wall slope down to his knees, still beyond the safety of the stone but no longer providing the much needed leadership that his armies require in this crucial time. They can hear his heavy breathing echoing through the sky, but no one else seems to take notice. Blurred soldiers run all along the walls, scrambling for cover and for weapons. The enemy troops with the battering ram make their way through the wall.

Roll for initiative.

STOPPING THE ASSAULT

The type of enemy your players face and their numbers depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 1**
 - 5x Guard (**MM Pg. 347**)
- **APL 2**
 - 5x Guard
 - 1x Orc (**MM Pg. 246**)
- **APL 3**
 - 4x Guard
 - 4x Orc
- **APL 4**
 - 1x Berserker (**MM Pg. 344**)
 - 2x Orc
 - 2x Guard
- **APL 5**
 - 2x Berserker
 - 2x Orc
 - 2x Guard

The orcs in this battle are simply soldiers of the enemy army wielding greataxes. Feel free to have some of them roll 2d6 for their weapon damage instead of a d12 to represent that they are using a maul or a greatsword and adjust the damage type accordingly.

These are not the only enemies that surge through the breach in the wall, but many others divert to the sides and engage in combat with other soldiers of the Azmar army and immediately fade out of focus. Those that remain are guarding the battering ram and it is up to the party to stop them before it reaches the castle. Two of the enemies of the list above are on either side of the ram, pushing it forward through the dirt and mud. They will continue pushing unless engaged directly by the party, but the other enemies will do everything in their power to prevent interruption.

A HASTENED BATTLE

Give your players 6 rounds to stop the battering ram or it reaches the castle and results in a loss of the battle. If the players fail, have a cinematic vision play out of the walls of the castle crumbling, massive armies surging in through the breach, and they are enveloped by more soldiers than they could ever hope to face and are cut down. They do not wake up from the dream...

On a successful combat, the players turns and see numerous guards fighting in the breach itself, keeping the path relatively well blocked from the enemy. Archers are up on the wall firing down and one of them yells out. *"My lord, what do we do?"* He is panicking and it is easy to see morale of the troops is starting to slip away. Kestyl peeks over the edge of the wall one more time and sees the fire giant cleaving through multiple soldiers with each powerful sweep of its blade.

"It's over. We can't beat it."

KESTYL, A MAN DEFEATED

The sinister voice fills the air again. *"He thinks about this moment frequently. This is the moment he revealed that he is a coward who fears death just as any man. That he was not willing to die for his own people. This is the day he lost the respect of his entire army. The day he let all of his citizens down. Such a shame. They still won the battle thanks the bravery of a handful of young soldiers... but that isn't how his dreams play out."* The voice starts laughing with insanity, a laugh that is harsh on the ears.

In the same moment, the fire giant swells to three times its already massive size, towering up to a staggering sixty feet tall. Its sword is now the size of a small ship and it carves through entire lines of soldiers, shearing through dirt, stone, and flesh effortlessly. A gargantuan foot stomps down, crushing a dozen soldiers from each side of the battle, destroying without discretion. The ground rumbles and shakes, causing many soldiers to fall down in the area surrounding the titan.

HELP HIM

The party must move up to Kestyl and the process starts again in a similar fashion. He is in a pool of self-doubt, cursing himself for being too afraid to do anything against the coming danger. The muscles in his arm strain as he slams a clenched fist against the stone with enough force to break the bones in his hand.

The party must give him a pep talk and call out to the man trapped in this nightmare. Force your party to roleplay this scene. Encourage them to use their own experience and pull out details of their back stories of past battles together as a team. Award inspiration for truly moving speeches that your players may give. Do not have your players make a Charisma check for this, simply let them speak and convince Kestyl.

He snaps back to his sane mind far quicker this time around and looks the party with confidence. *"Quickly now, there is a ballista at the top of the castle. If we use that, it might be able to take the giant down. Follow me!"* Kestyl charges back towards the castle and calls to his men, *"Distract it the best you can. We are going to take it down!"* The men cheer, reinvigorated by their leader's bravery.

LUCID DREAMING

As they approach the walls of the castle, a giant boulder fired from a trebuchet explodes against a tower and causes stone to collapse and block the pathway. *"Well, this is still my mind, right? Hopefully I still have some control here."* Kestyl closes his eyes for a moment and an explosion roars through the area as the giant smashes into the outer walls. A few seconds later, a rope ladder tumbles down from the upper levels of the castle and hangs mere feet away from the party. Kestyl looks over with a smile. *"I guess so!"*

The party ascends the wall which takes a few minutes even climbing at a rapid pace. All around them the world is falling to pieces. Even the background, which still appears to be nothing more than a painting, has gone up in flames and smoke. Soldiers scream in rage and agony below as sword clashes against shield and against flesh, but the party remains safe until they reach the top of the wall and find themselves at the ballista.

The soldiers that were operating it before are both dead, multiple arrows piercing their bodies. Kestyl pushes them aside and grabs a new bolt. *"Ok, someone aim this thing. It should be a pretty easy target."* He glances out to the battlefield and they are still shorter than the giant's head, but only be a few feet. One of the players will need to man the ballista and make a shot using their Intelligence modifier for the attack roll, as this is more about using the device than reactionary aiming. The giant has an armor class of 10, so it should be fairly easy to hit.

When the first shot strikes true, the giant turns its attention to the players and Kestyl. *"That's it, hit it again!"* Kestyl screams as he loads another bolt. *"Quickly!"* The creature reaches down, picks up a massive handful of rubble from the shattered wall, and hurls it at the players. Each player must make a DC (8 + APL) Dexterity saving throw, taking (APL * d4) bludgeoning damage on a failed save. The player manning the ballista then gets to make another shot at the giant.

A GIANT POSSESSED

After the next shot hits or misses, the giant's eyes change from fiery red to a deep black. The massive creature halts its rampage and stares. The giant no longer has pupils but the players can feel its gaze piercing, as if they are being mentally violated. It sees through them and down into their insecurities which surge to the surface.

Then with a flash, a speed not shown in any of the giant's previous movements, it reaches out and snatches Kestyl. *"Well this was fun for a time but now I think it's time you left."* The giant is speaking the words but it clearly the voice of the manipulator. Kestyl begins to scream as the giant clenches its fist. The party can hear the sounds of his bones breaking and blood begins to seep from the corners of his mouth. His eyes bulge nearly out of their sockets as his cries for pain are sharply cut off as another agonizing snap rings through the area.

With the other hand, the giant raises its sword and sweeps it at the party in a gigantic arc. As it swings, time seems to slow around them but their bodies are frozen in place as the sword edges closer and closer, moment by moment as they see their impending doom. Just as the blade is making contact with the first member of the party, they hear an determined "No!" whisper through the skies – the voice of Kestyl.

THE THIRD DREAM: THE IMPOSTER

Every member of the party snaps violently awake on the floor of Borjah's home. He looks up from a book startled and rushes over to them. *"Are you ok? What happened? Did you kill it?"* He unleashes rapid fire questions upon them, running from one player to another as he does so.

When the party explains the situation he will sigh and exclaim, *"Perhaps when your minds realized their certain doom, they forced you all awake, saving your lives. Or perhaps Kestyl did something to help you all escape the situation."* He paces around the room stroking his white beard. *"Either way, this is quite unfortunate because that was likely our only shot at defeating the creature. Now it knows who you are and if you try to invade again it will stop you."*

THE REAL SITUATION

Just as the party was about to die to the fatal blow, Kestyl used the rest of his strength to stop the creature from taking their lives, but in doing so exhausted his mind entirely. The creature had no choice but to abandon Kestyl and leap into the minds of the players. If it had not acted so fast, it would have been cast from Kestyl's drained mind and killed immediately.

The entity will now attempt to manipulate the party against one another and try to get them to devise a plan to kill Lord Kestyl with the hopes that when they wake up this anger towards one another will persist and the idea to kill Kestyl will be cemented deep in their subconscious.

However, the entity cannot mimic Borjah perfectly and the world beyond the immediate home is going to be lacking detail. **The players will need to make succeed on a DC 13 Intelligence (Insight) check to notice that anything is wrong, as things in a dream often seem normal even when they are not, but do not trigger this unless the players explicitly ask!** Feel free to subtly change the gnome's speaking accent and certainly change his general behavior so that the players will hopefully catch on to what is occurring before it is too late.

BORJAH'S PROPOSAL

Once the party is up and about, Borjah will offer them some soup and tell them to take a quick rest to calm their minds after all they have been through. **Your players can take a short rest at this point, but during this rest Borjah will talk to them and start to plant ideas.**

"So if the potions failed... I think we have but one option left if we are going to save this kingdom." He looks around to the group, struggling to conceal his emotions. *"We have to kill Kestyl!"* He will start to talk through various strategies to do so: *"Perhaps a poisoned beverage at a banquet, a poisoned-tip arrow shot from a great distance, or my personal favorite, a good old fashioned fireball!"* Make sure to give Borjah a strangely uplifting attitude when discussing these methods to murder the Lord of his city. Have his breathing grow heavy and perhaps he occasionally subconsciously licks his lips when going into detail.

He will attempt to prod ideas out of the party and get them to discuss their own ways to kill Kestyl. He builds off of their ideas and encourages them to think outside the box and get creative with their ideas. He wants the idea to be completely set in their mind when they wake (if they wake).

TURNING FRIEND AGAINST FRIEND

Once the conversation on killing Kestyl has come to a close, Borjah will move on to the next topic of discussion very casually. *"So, whose fault was it that the mission failed?"* The party will likely tell them it was no single person's fault, at which point he will ask for additional details and will point out any mistakes the party members may have made. *"Ah, so she missed the ballista shot, I see."* *"Oh, so he wasn't even strong enough to break the bars of the prison cell in a dream?"*

Whenever he makes one of these statements, have the other players make a DC 12 Wisdom saving throw. On a failed save, they hear the logic in his words and start to become convinced that Borjah is right and will start to spread the blame, causing unrest in the party. Be sure to hold your players to role-playing this situation and reward them with inspiration if they do a good job!

DISCOVERING THE TRUTH

Keep in mind that during all of this, the party should eventually start to realize that there is something wrong with Borjah. Be prepared to improvise from the path if needed, because it is quite possible they will attempt to attack him or subdue him via magics. Be prepared to jump to the appropriate follow up section at any time.

Remember that this creature is infiltrating their minds, so any plan they try to hatch in secret he will hear and be able to react to and deflect. If their suspicions raise too high and he knows they are going to attack, move to the next section.

TEA TIME

This is Borjah's response for a party that is suspicious of Borjah, but doesn't necessarily know they are dreaming. If they plot to take him down when his back is turned or when he goes to sleep, he will immediately begin this path.

"You all seem quite stressed and for good reason. I am sure your minds are still addled from what happened and a weak mind can go rampant with paranoia and unrest. Let me make you some tea. It should help calm your thoughts and will prevent any headaches that would be coming your way."

Borjah moves into the kitchen and begins to prepare tea, but in the midst of his preparations he pours a hefty helping of poison into each of the drinks. **If the players attempt to spy on him while he prepares, be sure to do a contest of his Dexterity (Sleight of Hand) with a +3 bonus versus their Wisdom (Perception).**

He brings the drinks out and presents them to the party. If they consume the tea, it deals ($d6 \times APL$) poison damage to each party member. At this point they will obviously know they have been deceived and you can continue to **The Final Dream – A City Ablaze** section for the follow up.

THE FINAL DREAM: THE CITY ABLAZE

When Borjah is revealed to be the entity pulling the strings, everything goes to hell. The walls of Borjah's home fall away and the roof tears loose and flies off into the distance. All around them the city is in flames, many homes have already burnt to the ground. The castle is in ruins, with only a single spire still standing and the rest collapsed in massive piles of rubble.

"Have a taste of the future to come," speaks Borjah, the voice now that of the dream manipulator as it spoke in the prison and on the battlefield. As they look at the gnome, his face begins to tear away, revealing black, oily flesh beneath. Claws rupture from his fingertips and toes as the gnome's height increases to over seven feet, his torso ripping in half with a sickening pop as the creature stands and finally reveals its true form. It tears away the gnomes face, no longer needing to maintain the façade, revealing a single massive eye in the center of a face with no other features. The iris of this singular grand eye is royal purple and darts from player to player, drinking in their fear.

Roll for Initiative.

FIGHTING THE NIGHTMARE

The dream manipulator shifts in power and stats depending on your party's APL. Consult the information below to determine the power level of this entity in your adventure.

- **APL 1**
 - CR 1 Dream Manipulator, 1 Legendary Action / Round
- **APL 2**
 - CR 1 Dream Manipulator with + 15 hit points, 1 Legendary Action / Round
- **APL 3**
 - CR 3 Dream Manipulator, 2 Legendary Actions / Round
- **APL 4**
 - CR 3 Dream Manipulator with + 15 hit points, 2 Legendary Actions / Round
- **APL 5**
 - CR 5 Dream Manipulator, 3 Legendary Actions / Round, Collapse Mind DC 15

LEGENDARY ACTIONS

The dream manipulator can take a set number of legendary actions per turn, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dream manipulator regains spent legendary actions at the start of its turn.

Slam and Crush. The dream manipulator uses its Assail the Mind attack.

Collapse Mind (Costs 2 Actions). The dream manipulator attempts to completely overload the senses of target creature within 90 feet that it can see. That creature must succeed on a DC 13 Intelligence saving throw or become incapacitated until the end of its next turn as its mind is overwhelmed.

This fight is meant to be far from the ordinary. It is a battle of creativity and chaos and gives your players free reign to do what they want and contest those actions against these evil entity. *As combat starts, say this to your players: "You can feel the ground shifting beneath your feet as you walk. The world seems to warp and stir on a whim. The logic that holds this world together seems to have shattered and you can feel your subconscious causing subtle changes to the environment around you."* This should let them know that they can shift the world to their will during this fight. It is not necessary for the combat, but it will certainly help.

Your players can say they want to try to throw a house at the entity, conjure a massive sword to slice him in twain, or perhaps lift off the ground and fly – all of these things are possible, but the demon will fight back with similar creativity and vigor so be prepared to think on your toes and react. If the players try to drop a giant sword on the entity then perhaps it counters with a massive shield of energy or if they throw a house at him, he may rip it to shreds before it reaches him. The point of this combat is to be cinematic and memorable, so be creative!

When your players use these creative techniques, have them either make an attack roll using their primary stat or have the creature make a DC 13 Dexterity saving throw (depending on the nature of the attack. It is up to you as the DM to decide). This deals psychic damage based on your party's APL on a successful hit or a failed save.

- APL 1/2 - 2d8 psychic damage
- APL 3/4 - 3d8 psychic damage
- APL 5 - 4d8 psychic damage

AFTER THE BATTLE

When the creature finally falls to your party, the dream begins to fade. The world simply goes black and blurry around the edges, fading inward until only the world directly around them exists. Just before the blackness consumes them entirely, they hear the strained voice of Kestyl speak, *"Thank you"* and they awake in Borjah's home a second time.

He looks down at the party with a smile. *"Gone almost five hours! Far longer than I anticipated! I was afraid he was going to wake up before you could finish the job. I assume all went well?"* He asks, putting down the book he was browsing through and walking over to the party. *"You may feel a bit dizzy for a while, side effect of the potion, but it will fade."*

The party can explain the situation to Borjah and he will chuckle with delight at the creature's tactics. He will offer for the party to stay over just as he did in the dream, but this time they will be discussing going to the king to explain the situation and let him know he is free of the dream manipulator and the control it had over him.

Feel free to have this meeting with Lord Kestyl proceed however you see fit. If you are dropping this into your world and not as a one-shot, then perhaps he will recognize the party's strength and have another task to attend to on his behalf. Regardless of how you want this meeting to proceed, the players will receive a reward for their actions. Suggested rewards for the encounter is listed below.

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the quest. Feel free to adjust these values if you see fit (especially if you included additional random encounters!).

- **APL 1** - 300 XP per player
- **APL 2** - 600 XP per player
- **APL 3** - 1,800 XP per player
- **APL 4** - 2,700 XP per player
- **APL 5** - 4,500 XP per player

LOOT

The reward your party receives is based upon its APL.

- **APL 1** - 300 gold and a +1 weapon
- **APL 2** - 600 gold, a +1 weapon, and 4 healing potions
- **APL 3** - 1,000 gold, a +1 weapon, and 4 healing potions
- **APL 4** - 1,500 gold, a +1 weapon, and an uncommon magic item
- **APL 5** - 2,500 gold, a +1 weapon, and an uncommon magic item

THE DREAM MANIPULATOR

CR 1

DREAM MANIPULATOR

Medium aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., 60 ft. (fly)

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	12 (+1)	16 (+3)	16 (+3)	12 (+1)	10 (+0)
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Senses darkvision 60ft., passive Perception 11

Languages Telepathy (120 ft.)

Challenge 1 (200 XP)

Actions

Assail the Mind. *Ranged Spell Attack:* +5 to hit, range 300 ft., one target. *Hit:* 6 (1d6 + 3) psychic damage. This attack takes on a random appearance and nature - conjuring items into existence, greatly manipulating the surrounding world, or through otherwise physically impossible feats.

CR 3

DREAM MANIPULATOR

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., 60 ft. (fly)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	16 (+3)	14 (+2)	10 (+0)

Skills Deception +2, Insight +4, Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Telepathy (120 ft.)

Challenge 3 (700 XP)

Legendary Resistance (1/Day). If the dream manipulator fails a saving throw, it can choose to succeed instead.

Actions

Assail the Mind. *Ranged Spell Attack:* +5 to hit, range 300 ft., one target. *Hit:* 7 (1d8 + 3) psychic damage. This attack takes on a random appearance and nature - conjuring items into existence, greatly manipulating the surrounding world, or through otherwise physically impossible feats.

CR 5

DREAM MANIPULATOR

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 12)

Speed 30 ft., 60 ft. (fly)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	18 (+4)	16 (+3)	12 (+1)

Skills Deception +4, Insight +6, Perception +6

Senses darkvision 60ft., passive Perception 16

Languages Telepathy (120 ft.)

Challenge 5 (1,800 XP)

Legendary Resistance (1/Day). If the dream manipulator fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dream manipulator can use its Distort Reality. It then uses its assail the mind attack.

Assail the Mind. *Ranged Spell Attack:* +7 to hit, range 300 ft., one target. *Hit:* 9 (1d10 + 4) psychic damage. This attack takes on a random appearance and nature - conjuring items into existence, greatly manipulating the surrounding world, or through otherwise physically impossible feats.

Distort Reality. Each creature of the dream manipulator's choice that is within 60 feet must succeed on a DC 14 Intelligence saving throw or have the world begin to shift and melt before them. These creatures become disoriented. While disoriented, attacks against the dream manipulator are made with disadvantage. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success and becoming immune to this effect for the next 24 hours.

THE COPPERBOLT CONUNDRUM

A ONE-SHOT ADVENTURE FOR LEVELS 4-6

ADVENTURE SYNOPSIS

The party approaches the Dwarven Kingdom of Narol'Duun, where things are far different than in your typical dwarven empire. The first major difference is that Narol'Duun is split into three distinct categories of dwarven tribes based on the main type of ore that they mine and refine. The dwarves take on characteristics of these ores - the Cobalt Dwarves having a tinge of blue to their hair, the Copper Dwarves having tough skin and beards of shining reddish-brown, and the skin of the Iron Dwarves is a deep grey in color. These dwarves engage in trade and drink, but the one thing that they are sure to never do is breed outside of their respective tribes. To be found in a relationship with a dwarf of another tribe is to be exiled to the surface - a punishment worse than death for most of these dwarves.

On this particular adventure, the party finds themselves caught up in a case of forbidden love between a royal member of the Cobalt Dwarf family - Nadom Glintstone - and a simple merchant woman from the Copper Dwarf tribe by the name of Lajeera Copperfist. They have been doing their best to keep their love a secret for they both know the risks, but the Cobalt King, Norgith Glintstone, has suspicions and is deeply afraid of the damage such a scandal could have on his family's reputation. He doesn't want to draw any attention to the situation, so it is difficult to find a dwarf of his own tribe that could look into it further, so when the party comes along he sees it as a perfect opportunity.

He will hire the party to look into the situation with Nadom, offering grand rewards in exchange for the truth if they can provide proof. The party will be torn between multiple threads of possibility in this adventure – telling Norgith the truth about his son's affair with Lajeera, helping Lajeera to permanently change her form to that of a Cobalt Dwarf so they can be together, or perhaps even trying to end the tribalistic ways of the dwarven kingdoms all together.

This is a heavily role-playing based adventure, perfect for those who would rather talk their way through a difficult situation than cut their way through it, but there is still some combat along the way depending on the party's choices. This story will decide if love can win out against all odds or if the temptation of coin is greater than the happiness of others. Prepare for a journey filled with ale, secrecy, and romance as your players face The Copperbolt Conundrum!

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in the first Game Master Toolkit. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found at the end of this Toolkit.

NAROL'DUUN – KINGDOM OF THE METALLIC DWARVES

THE CULTURE

As mentioned in the synopsis, the Kingdom of Narol'Duun is made of three distinct dwarven tribes. These dwarves have lived in these mountains for thousands of years with their own specific mines that span for dozens of miles underground. Prolonged exposure generation after generation has caused each of these tribes to form characteristics that reflect the primary ore that they mine in their particular portion of the kingdom. They are all considered allies, but there is a huge stigma against breeding between dwarves of different tribes and those who are found together are almost always exiled to the surface by their people. Any dwarf that is born as a mix between these two tribes (typically in secret) is known as an Unrefined Dwarf and are immediately cast out, even if they are just babies.

Most of these dwarves go their entire lives without ever seeing sunlight. Their darkvision far surpasses that of a normal dwarf, but they have also developed a sensitivity to sunlight similar to many other subterranean creatures. They protect their lands fiercely and thoroughly screen anyone who wishes to enter their kingdom simply to pass through the mountains or to trade for their finely crafted goods. The Cobalt Dwarves protect the entryways to the kingdom which consists of a two sets of double doors a mere 10 feet wide, one on each side of the mountain range. These entrances are protected by strong dwarven fighters and piles of rocks that can be remotely triggered to collapse on aggressive guests.

With mines expanding rapidly as their cities flourished, the dwarves realized long ago that they would need help traversing the great distances required to reach additional ores. They now use a combination of coal-powered minecarts and giant moles that can move quickly through the tunnels. To feed themselves and these giant mole mounts, the dwarves have expansive subterranean mushroom farms. Some of these mushrooms grow up to ten feet in height and are used in almost all foods consumed by the dwarves with a few specially grown mushrooms dedicated to making their famous Shroom Ale.

Luminescent mushrooms light their pathways and their cities. It is breathtaking to first look upon. The pathways and city blocks are cast in a beautiful mix of deep blues, greens, and yellows from these mushrooms that grow directly into the stone. Some of these luminous mushrooms are even used to make special glowing beverages, but these come at quite the premium as they give temporary darkvision to ordinary creatures. These luminescent mushrooms have the unique characteristic that they grow to full size within a matter of days, but can survive for decades with nothing but natural rainwater and the minerals themselves for sustenance.

THE COBALT DWARVES

The dwarves of note within the Cobalt Kingdom, which is the kingdom most outsiders interact with as they are responsible for guarding the passage through the mountain and the entrances to the kingdom, are as follows:

- **The Cobalt King** - Norgith Glintstone
- **The Cobalt Queen** - Galina Glintstone
- **Son's of the Royal Family** - Nadom, Vozzoul, and Jorborn

Norgith is considered a strong king by his people and has ruled for fifty years. Next in line to take his place is Jorborn, the eldest of his sons. Norgith does the best he can for his people, but also cares quite deeply about the perception and reputation of his name, which is why the rumors of his son Nadom being involved with a Copper Dwarf is such a delicate topic. He has only chosen to share the information with his most trusted of advisors. He sent two guards to follow Nadom for some time, and while he was acting strange, they never found anything concrete.

Only about one in ten dwarves in the Cobalt Kingdom speaks common, mostly due to their seclusion from the outside world. Traders and the upper class are typically the only ones who take the time as it is part of their livelihood. In the other Kingdoms this number plummets even lower with one in twenty speaking common in the Copper Kingdom and one in fifty speaking it in the Iron Kingdom.

The Cobalt Dwarves make fine goods which the party can buy at fair prices. They have every kind of armor and weapon available, including silvered, adamantine, and mithral versions of most of them. They have multiple sets of plate mail at the ready at any given time and can be shaped to fit any medium sized individual in just a few days thanks to their large groups of skilled blacksmiths.

A WARM WELCOME

As the party heads into the kingdom, dwarves will try to sell them wares as usual, using various marketing tactics to prove how their products are superior. Copper and Iron Dwarves congregate along the main pathway as well, displaying their goods and competing with each other in a sometimes less than friendly manner. The banter between the dwarves is constant and humorous, but always spoken in dwarvish.

Have your party arrive at Narol'Duun late at night, encouraging them to spend a night at the local inn, for the mountains beyond are full of dangers that only come out at night. If your players refuse, intervene with a persistent guard that prevents them from leaving for their own safety. This tavern is The Cobalt Crossroads and features a number of mushroom ales and colored beverages. Make sure your party overhears the rumor of Nadom being involved with a Copper Dwarf while they are here and continue to feed information about the culture through conversation with the locals.

A REQUEST FROM THE KING

When morning comes, the party is greeted at the top of the stairs (as the rooms here are downstairs as opposed to upstairs) by a pair of dwarven guards dressed in mithral plate mail. These dwarves are Korvin and Fargail, royal guards of the Glintstone family, and they have orders that the king would like to have words with the party. It would be deeply disrespectful to turn down such a meeting and the king is offering a lucrative reward for the party's assistance in a personal matter.

The dwarves lead the party deeper into the Cobalt Kingdom. The mushrooms grow more vibrant and frequent through this area with almost every nook and cranny being illuminated by the oddly beautiful fungus. Before long, they come to a large stone structure, its architecture clearly superior and the stonework more expensive than nearby houses. More guards are waiting around the area, but they let the party through without issue and without even taking away their weaponry. They are led through this structure until they enter a room containing only an older dwarf wearing a stunning blue crown. He sits at the head of a large wooden table with eight chairs around it – a private meeting space.

Korvin and Fargail gesture for the party to enter the room. The King stands and requests they take a seat before Korvin and Fargail step in and close the door behind them. King Norgith is a taller dwarf with white hair mixed with thick strands of dark blue. His beard extends down to his waist and is split into two large braids adorned with small gemstones. His crown is made of a cobalt unlike all the rest - a metal that shimmers even in the faintest of light. It is dazzling to behold. His eyes are a steel blue, regal and powerful. He looks at the party with confidence but also with a touch of concern.

"Normally I am quite untrusting of surface dwellers and I believe my distrust is justified, but I need the help of someone that neither my people nor my son will suspect... I think my son may be involved with a Copper Dwarf and I need to find out the truth." Norgith explains to them the situation as he understands it.

THE RUMOR

The rumors of Nadom being involved with another dwarf were brought to the king's attention when a local merchant claimed that saw Nadom walking back from the Copper Kingdom early in the morning with a large smile and copper dust still on his face. It didn't take long for rumor to spread about what had happened.

He didn't want to believe the rumors, but also knew he had to tread carefully because such words could potentially lead to devastating consequences in his popularity and approval amongst his people. He sent Korvin and Fargail, his two most trusted guards, to follow Nadom for some time and see what happened. During their time following him, Nadom never went through the Copper Gates (the only pathway into the Copper Kingdom), but he did manage to slip away from them on two occasions, both time disappearing for multiple hours before they tracked him down again. They still don't know how it was he vanished, for he simply went down a commonly used passageway and they lost him shortly thereafter.

Norgith questioned his son who denied the accusations, but Norgith could feel deep in his gut that his son was lying to him. He asked his son about where he disappeared to and was given evasive answers, claiming that Korvin and Fargail must be slipping because he merely left the passageway and went to the local market before returning home, though no one in the market remembered seeing Nadom on those days.

Nadom has known guards are watching him for suspicious activity and Norgith feels deep down that he is somehow crossing into the Copper Kingdom, but he can't send royal guards over to their side without raising all kinds of suspicions by both sets of people. This is where the party comes into play. Outsiders commonly cross into the Copper Kingdom when they are looking for specialty products, so they can cross over without anyone thinking anything of it. Norgith wants them to discreetly follow Nadom, and if he disappears again, do everything they can to figure out where it is he is going and if it is in fact the Copper Kingdom.

If they ask what will happen to Nadom if they do find him in the Cobalt Kingdom, Norgith will sigh deeply and say, *"Hopefully it isn't too serious or it truly is a misunderstanding. We can make sure word of this never gets out and go along with our lives as usual. My people don't need to know... it would devastate the reputation of the Glintstone family."*

In exchange for their help, Norgith offers to reward them handsomely. They can either take 2,000 total gold or have their choice of one of their finest weapons upon return with a message of confirmation or denial. Part of this payment is to assure their discretion on the matter. He expects them to keep lookout for at least three days to be certain, and afterwards they will report to him with all of their findings, but should not intervene until then unless absolutely necessary.

THE REALITY

Nadom is deeply in love with Lajeera Copperfist, a simple merchant in the Copper Kingdom. A few months ago, Nadom was sent to negotiate a trade deal with their Copper cousins and it was love at first sight between the two. After a bit too much drinking, they decided to spend the night together and this was what sparked all of the (true) rumors. They knew they would need to see each other again, but also knew it was forbidden, so they would need to proceed with utmost caution. Fortunately, Lajeera had a plan.

Her father was also a trader and when he passed away, he left her a set of pendants that he simply said were from his youth. Lajeera discovered these were smuggler's pendants - one copper and the other cobalt. If these are worn and the correct words are spoken at the designated location, a secret passageway will open and reveal a pathway that leads between the two tribes and bypasses the normal security checkpoints and trade inspections.

Nadom has done his best to keep their love a secret, meeting in these hidden passageways whenever he can sneak away so they can spend time together, but he knows it isn't enough. The thought of not being together forever tears at his heart and while the risk at first made things exciting, now the reality of their situation is making itself more apparent – drastic action needs to be taken.

PURSUIT

The king gives the party a description of Nadom - who looks very similar to his father but without any white in his beard just yet. He also tells the party which taverns he frequents in the area - The Blue Shroom, The Mineshaft, and The Broken Pickaxe. The players can visit these taverns and eventually find Nadom sitting alone and nursing a drink. His eyes are constantly shifting and scanning the room, and after thirty minutes of this (barely touching his drink), Nadom gets up to leave.

When the players follow Nadom, they will eventually see him head down a side corridor and disappear, just as the high guard mentioned. **Success on a DC 20 Intelligence (Investigation) check reveals a small imperfection in the stone that marks the secret doorway.** Alternatively, *Detect Magic* or other such spells will reveal Abjuration magic present along the stone. At this point, the party can choose to cross into the Copper Kingdom, but he never shows up as their secret meetups happen in the hidden passageway itself. A final way to catch Nadom in the act is to simply wait for him to return. He is gone for roughly eight hours, but eventually the stone slides open and out steps Nadom, but he will only appear once the passage is clear, for the tunnel allows someone to peer through to the other side without opening the door.

If Nadom sees the party, he will plead for them to hear him out and explain to them his situation with Lajeera, hoping that they will provide him aid rather than giving him up to his father. He invites them to step into the passageway so they can discuss in private. He says that he and Lajeera have been in conversation about how they could realistically be together and have come up with a few possibilities, but they will need aid.

There are obviously a lot of different ways that these things can go down. Players have magic available and may use different methods of spying. They may ask around town with some of the other dwarves about Nadom, but be careful as they shouldn't spread any additional rumors. Just keep in mind the intentions of all of the characters in this story and have them react accordingly.

Continue to **Helping Nadom** if your players want to help the lovers or to **Telling the King** (towards the end of the module) if they choose greed. Your players may not immediately discover Nadom, but make it to where they eventually runs into him and he questions if they are following them since he is so paranoid.

HELPING NADOM

If the party chooses to help Nadom, he will ask that they meet him at the smuggler's passage tomorrow just after the mushrooms turn green (evening time on the surface). He leaves a small blue stone just outside the exit to the Copper Kingdom. Lajeera knows that the presence of this stone means he wants to meet that night.

When the two gather in the evening, it is obvious they are crazy for one another. Their smiles are contagious and their eyes swell with joy just at the sight of one another. Nadom explains the situation to his beloved and she nods in agreement and the two of them let the party know of their plans.

The preferred method is a Cobalt Potion. When Lajeera drinks this, her appearance will permanently be turned to that of a Cobalt Dwarf. It is unknown how their children may turn out if they have any, but there is no reason Norgith should disapprove of a Cobalt Dwarf. The person who can create this potion is a Copper Dwarf wizard (which are quite difficult to find) by the name of Garin. Nadom protests that Lajeera should not throw away her family's business, but she insists that this is the best option. Nadom begrudgingly agrees. See **The Cobalt Potion** below for additional details about this plan.

If they were found together, they would both be exiled, but it would also bring great shame to both of their houses. Lajeera does not have much in the way of family, a brother and a sister, but their businesses would certainly go under if Lajeera was found with a dwarf of another tribe. The situation for Nadom is far worse as his family is royalty. The second option would be to fake their deaths and run away to the surface together, smuggled out with the party somehow. This option is far less preferred because it means leaving behind their homes and families. (**This module covers The Cobalt Potion option only, so if your players decide faking death is the route you will need to improvise.**)

Be sure to let your players pitch additional options if they are feeling creative. Another alternative might be to somehow persuade both Norgith and Borlin (leader of the Copper Dwarves) into changing their ways. Magic or blackmail would be required to change their minds on a matter that is such a core part of their lives – simply persuading them will fail miserably and simply confirm Norgith's suspicions about his son.

Either way, if the party agrees to help Nadom and Lajeera, the couple offers them a reward – a magical cloak left in this tunnel from decades ago - a **Cloak of the Cobalt Kingdom (NDMT2)**

THE COBALT POTION

Lajeera pulls out a slip of paper she had stowed away and reads a simple list of ingredients aloud. *"One pound of ordinary cobalt bars, one vial of Cobalt Dwarf blood, and one chunk of resplendent cobalt ore. Garin has the rest on hand. It's the last bit that's the problem."*

Nadom explains that resplendent cobalt ore was found in a rare vein deep in the mines. It was discovered to have natural magic qualities and made incredibly powerful items, and so the dwarves scrambled to mine it as quickly as possible... and they awoke something when they did. Creatures that dwelled within the stone depths wiped out dozens of miners. They sent in squads of soldiers on two other occasions and neither returned from those deep tunnels. Eventually the king decided to seal the tunnels and search for another vein. That passageway has been closed off for decades. No one is sure if any of those creatures still lie beyond, but to open that tunnel is to risk the deaths of more dwarves. Unfortunately, no other veins of the ore have been found.

Nadom has the connections to be able to get the party down to those tunnels and they can even use some explosives to clear the pathway as it is a far, far off any other active mine shafts. He is royalty, but not much of a fighter, which is why they have needed someone like the party to go investigate the caves on his behalf and secure a chunk of ore. When they get the ore, they will need to bring it back to the smuggler's passage when the mushrooms turn green and he will be waiting for them.

INTO THE DEPTHS

Nadom tells the party to meet with a friend of his named Kronas in the Wrought Ingot tavern on the following night. This is the tavern closest to the mines and if they are careful, they should be able to sneak down without being spotted once everyone has cleared out for the day. Kronas provides them with a small set of explosive charges that should blast a hole through the rubble in the path. It will create a lot of noise, but during this hour and with how far down the mineshaft is, he doubts anyone will hear. While he does support their mission, he does not feel comfortable putting himself at any more risk and opts to provide the party with a map rather than guiding them himself.

It takes almost two hours of walking to reach the collapsed mineshaft. The explosives requires someone with an Intelligence score of at least 13 to use correctly, otherwise they will not fully clear the path and the players will need to clear part of the way by hand. Each player that helps clear must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion. Once clear, the pathway continues for another fifty feet before opening into a much larger area that has been exposed to extensive mining. It is over a hundred feet wide and fifty feet high, the ceiling cast in total darkness even with torchlight. The walls are smoothed down from the mining and roughly a dozen other tunnels branch off of this main room.

One of these tunnels has a azure light emanating from it.

As the players approach this glowing tunnel, a sound rings throughout the room – the sound of claws scraping against stone. A DC (10 + APL) Wisdom (Perception) check reveals the exact tunnel it is coming from, the third from the right of the entrance. If your players do not succeed on this check, the creatures seem to be coming from everywhere and the players cannot determine the location of these entities. If that is the case, the creatures get advantage on their initiative roll.

It is only a few moments later that a similar sound is heard from a tunnel on the opposite side of the room. It crescendos louder and louder, seemingly coming from all directions until finally the first of these creatures burst from the darkness and charge the party.

Roll for initiative.

The number and the type of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
 - 1x Ankheg (**MM Pg. 21**)
 - 2x Rust Monster (**MM Pg. 262**)
- **APL 5**
 - 2x Noxious Savageclaw (**NEB1**)
 - 1x Ankheg
- **APL 6**
 - 2x Noxious Savageclaw
 - 2x Ankheg

RETRIEVING THE ORE

Once the creatures have been dealt with, the party can make their way down the faintly glowing side tunnel where they find a moderately sized chunk of resplendent cobalt ore. As far as rocks go, this one is quite beautiful, with extraordinary blue lights that pulse and dance through the mineral as if the light was trying to break free of its prison. White crystals are scattered throughout the ore as well, causing a brilliant blend of colors to dance along the wall, choreographed to unheard music.

The party can use the mining equipment given to them by Kronas to extract the precious mineral. While this chunk is a nearly six inches across at the widest point, it is as light as a rock a quarter of that size. If someone touches their bare flesh to the ore, the lights that flow through it will all swarm to that point and cause it to flash with vibrant light as all of the white crystals go bright and the blue lights begin to rapidly spiral around the point of contact. This is painless, but startling.

MORE PESTS

As the party is in the process of retrieving the ore, they quickly realize that more creatures than the ones they faced are down in these tunnels and looking for a meal. The ground rumbles and shakes from every side before more creatures explode out of the walls and attack the party.

Roll for initiative.

The number and the type of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
 - 2x Rock Wurm (66% normal hit points) (**NEB2**)
- **APL 5**
 - 1x Rock Wurm
 - 1x Rock Wurm (Mithral)
- **APL 6**
 - 1x Rock Wurm (Adamantine)
 - 1x Rock Wurm (Mithral)

THE RETURN TRIP

The party makes their way back towards the entrance of the mines the same way they came, but about halfway back they begin to hear voices and footsteps coming down the passageway. **One player can try to sneak closer and listen in, making a Dexterity (Stealth) check with a DC of 13 (guard's passive Perception). Afterwards, have that player make a DC (8 + APL) Wisdom (Perception) check to overhear the conversation.** The voices speak in dwarvish about how they heard a rumble down in the tunnels and that it had come from the direction of the old resplendent mines. They just want to make sure that the creatures down there hadn't burst free and come for their people..

Regardless of if the players listen in on the conversation, they can clearly hear the sounds of roughly half a dozen sets of boots hitting the stone.

The group is a single miner with a squad of Cobalt Dwarf guards. They are on their way to check out the mines and if the party is discovered down here they will attempt to arrest them for stealing precious dwarven goods and endangering the lives of the dwarven kingdoms with their recklessness. Just being down in their mines without permission is a crime, but if they discover the resplendent cobalt, the guards will go into full attack mode to capture the party. **The party will need to make their way into one of the nearby alcoves, making a group DC (8 + APL) Dexterity (Stealth) check as they do so.** On a failure, the guard will overhear the sound and go to inspect more closely (**Go to the Encountering the Guards section**). On a success, the guards continues down the path without noticing the party (**Skip to the Beautiful in Blue section**)

ENCOUNTERING THE GUARDS

If the party is spotted the guards, the dwarves will approach with weapons drawn, calling out for the party to drop their own weapons and surrender. At this point, the party can try to talk their way out of this via a bribe, by threatening to reveal their king's secret, or by telling them they are down here on behalf of Nadom. Any of these methods can work on the guards with a sufficient Charisma (Persuasion) or Charisma (Intimidation) check (whichever is appropriate). Alter the DC based on your players role-playing and the arguments used against the guards. On a failure, the dwarves won't have any of it and attack. The dwarves will also attack if the party tries to run or cast any sort of spell, at which point you will need to roll for initiative.

The number and the type of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

- **APL 4**
 - 2x Local Champion (**NEB 2**)
 - 4x Guard (**MM Pg. 347**)
- **APL 5**
 - 2x Headstrong Smasher (**NEB 2**)
 - 2x Local Champion
 - 4x Guard
- **APL 6**
 - 1x Fireheart Devotee (**NEB 2**)
 - 2x Local Champion
 - 4x Guard

FIGHTING THE GUARDS (AFTERMATH)

Make sure to ask your players if they want to go for lethal attacks or simply to disable the dwarves. Knocking a guard out is a horrid crime, but nothing compared to slaughtering them in cold blood for doing their jobs. If the guards do not return from the mines, search parties are dispatched in the morning and the bodies are discovered that same day. Once Kronas gets word of this, he will turn the party over to the king and they will be hunted down to be executed.

If the guards are simply knocked out, they will remember the party's faces and the city will come after them, but if the players complete Nadom's quest he will vouch that they were working on his behalf and have all charges against them dropped. He uses the story that he wanted to contribute towards the family legacy and has been seeking ways to reopen the resplendent mines, but knew the others would oppose the idea. He hired these powerful outsiders to go and clear the area out of any residual creatures, which they did. He also uses this as the explanation for why he has been acting so strange as of late and sneaking off.

BEAUTIFUL IN BLUE

When the party gets out of the mines, they can make their way to the tunnels when the mushrooms turn green (evening on the surface). Nadom is anxiously waiting inside with Lajeera and beckons them into the secret passage. "So?" he asked excitedly. *"Did you get it?"*

When the party reveals that they have the resplendent cobalt ore, the two dwarves embrace for a long while, ecstatic that they will at long last be able to be together. Nadom asks Lajeera one final time if she is willing to leave her life behind in the Copper Kingdom to be with him and she does not hesitate to agree. Lajeera conceals the chunk of ore in her bags and looks to the party with a smile.

"As promised, your reward," she says and walks over to the walls of the tunnel. She runs her fingers along the stone in an intricate design and a secret cache reveals itself. From this cache she retrieves a navy blue cloak with glimmering cyan runes running along the edges. At the center of the cloak is a picture of a pickaxe embedded in a stone and a blue crown resting on the handle – the symbol of the Cobalt Kingdom. This is the **Cloak of the Cobalt Kingdom (NDMT2)** (*This is a fairly strong magical item, especially since your party is quite low level. You may consider removing either the AC or the Constitution bonus, or you can be generous and give them a powerful magic item as a reward for a job well done.*)

THE AFTERMATH

It takes a few hours to brew the potion. During that time, Lajeera prepares her affairs. She leaves a note for her kin to let them know she is leaving the city indefinitely and that they will need to take over the family business in her absence. She also brings a large sack of gold with her and a single pouch of personal belongings.

When the potion is ready she drinks without hesitation. The transformation takes place over ten minutes of agony for Lajeera. She screams and writhes on the floor as her skin slowly turns blue along with her eyes. The subtle features that separate the dwarves such as the shapes of their eyes and nose are reformed with loud cracking sounds. But when all of the pain is over, Lajeera is alive and as far as anyone on the outside can tell, she is, and always has been, a Cobalt Dwarf.

Nadom and Lajeera embrace without fear for the first time in their lives and thank the party again for all of their help in this endeavor. Lajeera looks over at her personal effects and decides that if she is with Nadom, she won't need her own wealth and offers the sack of coins to the party. It contains 350/650/1,000 gold, the value depending on the party's APL.

The happy couple tells the party that they will always have a friend in the Cobalt Kingdom and leave together to finally be able to walk side by side.

Nadom then goes over the cover story for what to tell his father. He has been acting strange because he has working on a way to impress his father and wanted to reopen the resplendent cobalt mines. The party killed a few monsters but it is still dangerous. Nadom has decided it is a lost cause after hearing how deadly the creatures that lurk below truly are and has decided to give up on this dream and earn his place of honor in the family some other way. The king is pleased with the story, ecstatic even, and does not punish the party for trespassing in off limit areas of the kingdom.

The king asks to speak to the party privately and offers them their reward of 2,000 gold or a **Dwarven Cobalt Longsword (NDMT2)**.

TELLING THE KING

The other primary option for the party to tell the king about everything. This is a cruel thing to do, but the players will be rewarded appropriately. Norgith will be furious that his suspicions were confirmed and that his son was lying to him.

The king rewards their honesty with the 2,000 or a **Dwarven Cobalt Longsword (NDMT2)** and assures them they will always have friends in the Cobalt Kingdom.

He will arrange a meeting to confront Nadom, but it does not go well and ends with Nadom running from the room and proclaiming his love for Lajeera. As a result, Lajeera and Nadom are both exiled. They are free to live out their lives together amongst the surface dwellers, but both family names are forever tarnished and they are forbidden to return home. It is a bittersweet end for the two of them... together, but so alone.

But their adventure does not end here...

HELL HATH NO FURY

Lajeera goes mad with the lust for vengeance against the party for ruining her family's name. She gathers up as much gold as she can and hires a set of assassins to track down and take out the party. Lajeera also makes sure to let the party know that she sends her regards before the assassins make their fatal blows.

The number and the type of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL. All of the enemies mentioned are also found in **(NEB2)**.

- **APL 4**
 - 1x Deep Speaker
 - 1x Wolf Trainer
 - 1x Mage Hunter
- **APL 5**
 - 1x Deep Speaker
 - 1x Wolf Trainer
 - 1x Mage Hunter
 - 1x Blade Dancer
- **APL 6**
 - 1x Wolf Trainer
 - 1x Mage Hunter
 - 1x Blade Dancer
 - 1x Elemental Shaper

These assassins are well above the threshold for a deadly encounter, as she hired the best to avenge her love and the party needs to learn that their actions have consequences. Have the attack occur within three days of the party leaving the dwarven kingdoms. These assassins will strike at night and will go for the kill, taking back trophies of the dead but leaving their bodies if some of the group dies and others escape to fight another day.

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the quest. Feel free to adjust these values if you see fit.

- **APL 4** - 2,700 XP per player
- **APL 5** - 4,500 XP per player
- **APL 6** - 7,000 XP per player

LOOT

- 1x Cloak of the Cobalt Kingdom
- 1x Dwarven Cobalt Longsword (maybe)
- Gold (varies for party APL and options taken)

These items can all be found in the Magic Items section of this Toolkit.

THE SHOWDOWN IN SKALINTOWN

A ONE-SHOT ADVENTURE FOR LEVELS 4-7

ADVENTURE SYNOPSIS

The party makes their way into a small mining village by the name of Skalintown. They quickly realizes that the people here are terrified, hiding behind closed doors and peering out through boarded up windows. A gang of criminals that call themselves The Calamity have promised to destroy the city and everyone in it if they don't receive a tribute of twenty thousand gold by the end of the week. This is a poor town and even with everyone's wealth combined, it doesn't come close to that value ... but they are fighters. Perhaps all they need to hold back these invaders is some help.

The deadline is four days away and the closest town that would be able to help is three days travel one-way. Skalintown tried to reach out for aid, but no one cared enough to risk their own lives to help them. Now they must rely on your players for help. The party will need to rally the townsfolk and strategically decide how to prepare for the assault. Do they dig trenches to trip up enemy wolves, do they train the townsfolk to use crossbows, or perhaps they create explosives to detonate when the bandits make it into the city? Each of the party's decisions affect the final battle and means that every group will have a unique experience in their fight against The Calamity.

This adventure is heavily influenced by the traditional Wild West shootout. Try to capture that feeling for your players by playing music of that era, in the way the townsfolk act and speak, and the way the town itself is operated. There are thousands of different options for the fight and if your players play their cards right, they make quick work of the gang and earn a pretty penny while they do so.

This adventure uses the Average Party Level (APL) to scale the difficulty of encounters. This is simply the average of your players' total character levels assuming you have 4 party members. If your group is larger than 4, increase your APL by 1 for each additional player. If your party is smaller than 4, decrease your APL using this same rule.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary and Nerzugal's Extended Bestiary 2. These monsters will be denoted with (NEB1) and (NEB2) respectfully. The monsters denoted (NEB1) can be found in the first Game Master Toolkit. Refer to it to find any monsters noted (NEB1). Monsters denoted (NEB2) can be found at the end of this Toolkit.

NOTABLE ESTABLISHMENTS

Skalintown was founded as a mining town, taking advantage of the great deal of wealth just waiting to be extracted from the nearby mountain range. A map of the town can be found on the next page and I would highly recommend sketching out a version of this when your players arrive to give them a clear idea of what they are trying to defend. Some of the key structures of the town are listed below.

THE CHURCH

Dedicated to the God of Prosperity or Luck in your campaign, church is a part of every man, woman, and child's life. There isn't a single member of Skalintown that can't be found sitting in the pews on Sunday morning (or whatever the day or worship happens to be in your setting) giving their respects. The church comes with a bell tower that is used to signal the beginning and end of the work day, but also makes for a great place to hide out and shoot bandits. The church has a priest by the name of Paul Karnson. He is skilled in medicine but he has no magical healing abilities.

TERESA'S SALOON

The most popular place in town after the final work bell has rung is Teresa's Saloon. Teresa is the owner of this establishment and makes sure all of her guests needs are taken care of, no matter what those needs may be. Gambling, drinking, music, and brawling are a constant at Teresa's. She has a background in alchemy and uses the skills she learned in her youth to create exotic and flavorful specialty drinks.

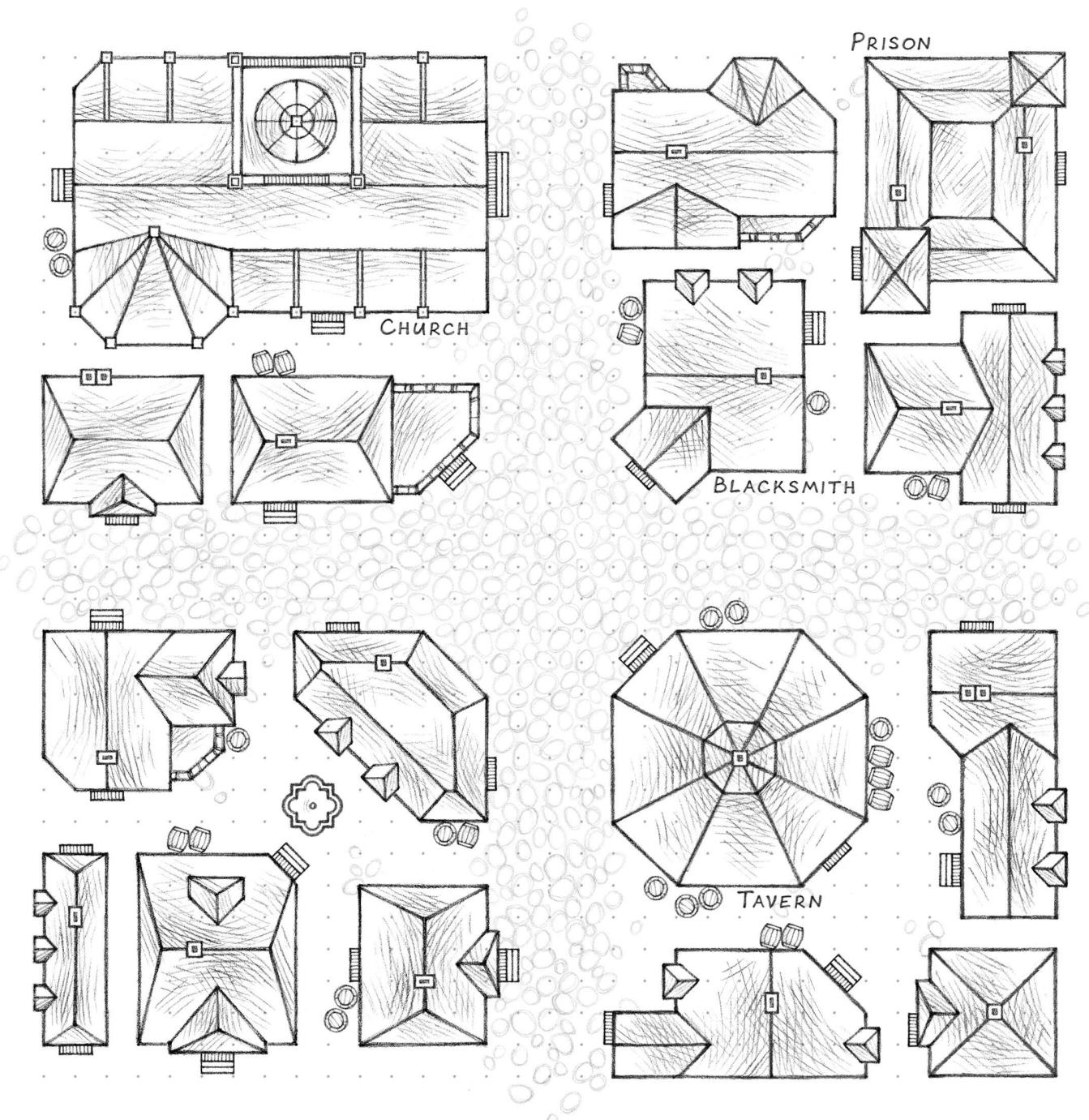
THE MINING FACILITY

This building has a large warehouse attached that is filled with various mining supplies. This includes pickaxes, shovels, rope, lanterns, oil, and explosives. There is also a great deal of raw ore that is stored here as they wait to ship it off to nearby towns. The interior has plenty of room for cover, but it is also the most likely building in town to explode when exposed to fire.

THE JAIL

This building is more heavily fortified than the others as it is made entirely of stone rather than wood. Even before The Calamity, this little mining town has had trouble with bandits. There are already two of them locked up, but there are three more available cells. In the back room are a few dozen iron bars that were going to be used for another cell if they ever needed to expand.

SKALINTOWN CITY MAP



THE PEOPLE OF SKALINTOWN

Most of the men and about half of the women in Skalintown are miners. Those who are not actively mining are processing the raw materials, scouting for new mining locations, or running shipments to nearby towns. The people here are tough and hard headed, so they are prepared to fight without much need for persuasion. While most of them are just basic townsfolk, there are a few who stand out above the rest and will be of importance to the players depending on how they approach the battle.

RONALD GARDNER - THE SHERIFF

Ron is a human man in his late forties. He has a thick grey handlebar mustache, deep brown eyes, and always wears his cowboy hat and a sturdy pair of boots. He speaks slowly and confidently, no matter the situation or its dangers. While he may be a bit older, his skills with a crossbow and with a shortsword are quite impressive. He has a background in the military and knows how to command and train troops. The people of the town show just as much respect to Ron as they do the Mayor and put deep trust in his decisions. Ron is ready to stand and fight and rally the townsfolk behind him if needed.

JUSTIN SKALIN - THE MAYOR

Justin is a young Mayor, only twenty-six years old. He took over the job when his father died a few years back and the people naturally turned to his next to kin for guidance as the Skalin family has been in charge of the town since its establishment. He is a slender man with short, curly brown hair and kind green eyes. He has an athletic build, but no combat skills. He refuses to leave his town behind, but will not ask his people to fight and die for it. At the very least, he wants to ensure the women and children are kept safe and will suggest that they be hidden away in the mines when the raid occurs.

KORVOC CRAGJAW - THE BLACKSMITH

Korvoc is a sturdy, broad-shouldered half-orc and has served as Skalintown's master blacksmith for over a decade now. He is as strong as an ox and his knowledge of smithing is immense. He towers at over six and a half feet tall and proudly displays a smooth bald head covered in tattoos. His flesh is decorated in burns and scars, same as any lifelong blacksmith. Korvoc is willing to work through the night to craft whatever is needed to keep the town safe.

RYSA KALSYRII - THE ENGINEER

Rysa is a elderly tiefling woman, the only tiefling in town and the only one many of these people have ever seen. Her skin is a light purple with small white horns that curl around the side of her head - similar to those of a ram. She has a gold ring attached to each of her horns and runs a chain from these rings to her ears. This chain is decorated with various charms depending on her mood. Rysa prides herself on her looks and tries to appear regal at all times. She is also as smart as they come. She is in charge of creating new explosives to be used in the mines. Given the right materials, she can make a blast of any size your heart desires.

JEFFREY BLACK - THE WILDCARD

Jeffrey is a strange man who has been hanging around town for a few months now. He was once a member of The Calamity, but has turned to a life free of crime. Jeffrey is a shorter man with a blonde goatee that is always immaculately trimmed and styled. His mouth is half-filled with gold and silver caps that make his smile glimmer. Many in the town want Jeffrey locked up in the jail as they fear he will turn on the townspeople and go back to his roots with The Calamity, but he also knows the appearances of the leaders of the bandits. He suspects killing the leaders may be enough to make the rest of the men turn and run, but he is only willing to divulge this information is if he is free to fight against them when the time comes.

ARRIVAL

The party makes their way into Skalintown early in the day. As they walk through, they can see frightened townsfolk staring out at them through the slits in closed windows. The streets are completely desolate, giving an ominous vibe to the quiet little mining town. It remains quiet until a man comes walking out of a building labeled "Jail" with a crossbow at the ready. *"We got enough trouble on our hands without any more bandits trying to come into my town. You aren't wearing markings of The Calamity... so who are you?"* This is sheriff Ron Gardner.

HELP WANTED

Once it becomes clear the party is not here to pillage or steal, people become to cautiously walk out of their homes looking relieved. Ron explains the town's situation and The Calamity's impending arrival. Many of the people in town are packing their bags and plan on simply leaving. Others are preparing themselves to battle to protect their homes. Others are drinking so much they might not even remember the raid after the fact. Ron sees that the party are no ordinary folk passing through town and asks kindly that they help them fight back against the impending attack. He does not beg or plead, he merely tries to appeal to their decency to help those in need.

The town doesn't have twenty-thousand to spare, but it does have a few thousand they could spare in profits from the mining industry. Ron offers this to the party in exchange for their help - once he gets approval from the Mayor of course. *(The party can negotiate the price if they'd like, but these are the suggested amounts)*

- **APL 4** - 1,600 gold
- **APL 5** - 2,500 gold
- **APL 6** - 3,600 gold
- **APL 7** - 5,000 gold

When the party takes on the job, it is time for the real work to begin. Ron rallies the people around him, shouting for them to gather at Teresa's. It takes ten minutes or so for everyone to flood in but it seems nearly the entire town is in attendance - almost two-hundred people. Ron gives a rousing speech about how Skalintown is their home and it will not be taken from them, that they will fight and they will win. He gestures to the players and declares them as the town's saving grace - its ace in the hole. He instructs the townsfolk to go back to their houses and anyone who is able to fight, be ready to get to work.

The townsfolk go wild with cheer and Ron grabs the party to go see Mayor Skalin as the crowd disperses, the town now alive with energy and chatter.

A WEARY MAYOR

The party follows Ron to the oldest house in the town. Despite its age, it is still in amazing condition and is quite luxurious. This is the Mayor's home and Ron walks inside without so much as a knock, beckoning the party to follow him. The sheriff leads the party to the parlor where Mayor Skalin is leaned over a large table. The room is dominated by the smell of coffee and it is clear the Mayor has been without sleep for a few days. On the table is a map of the town drawn on a massive piece of parchment. Small figurines are scattered all around the edges - representing barricades, explosives, citizens, and more.

Mayor Skalin looks to them with a weak smile, his eyes sunk into his skull with dark lines at their edges. *"So you found some help?"* Ron nods and allows the party to introduce themselves. Mayor Skalin thanks the party and speaks again, *"I appreciate your willingness to stand beside us in our hour of need, but I'm afraid we have no time to waste. We have only three days until they arrive... so if you are serious about helping us, let's get to it."* He finishes off a cup of coffee, then gestures to the map and explains the various options available to defend the town.

MAKING PREPARATIONS

The party has three full days to prepare for the assault on Skalintown by The Calamity. Each day they can choose 3 actions from the list below. If your players are creative and think of other ideas to give them an advantage in the battle, do your best to determine the time and people required and the benefits they will gain as a result.

Some preparations have a repeatable action to gain the same benefit multiple times, while others continue to grow stronger with each day. The players will have to assign people to work on those specific tasks all three days to see the greatest results. Some of these preparations also require the dedication of one of the skilled townsfolk, so they must also choose where their time is allocated. Certain skills can be used to enhance each of these preparations, so your players will also need to decide how they want to split themselves among the tasks. Let your players get creative in how they can aid, even if their specific skills might not be listed. Inspirational speeches and acts of kindness can do a great deal for morale in such trying times! Reward your players for role-playing these situations and have it show in the final battle.

LIMITED RESOURCES

PEOPLE

Some of the resources that the players need to use in their preparations are limited. Korvoc can only work on one project per day so the party cannot arm the townsfolk and create advanced weaponry. Rysa can help create explosives, either thrown or triggered. Ron can help lead the townsfolk as they perform various labor tasks that they may perform incorrectly without his leadership.

If one of these NPCs are listed in the Required NPCs section they are locked into this specific task and any other preparation requiring them cannot be performed on this day.

PREPARATION OPTIONS

BARRICADE THE ENTRYWAYS

There are many entryways into the town, which can be a lot to cover even for the small town. By adding barricades, the enemy can be funneled in through fewer points of entry. Each 10 ft. x 10 ft. segment of these wooden barricades has 25 hit points and an AC of 15.

REQUIRED NPCs

Ron

FIRST DAY

Barricades are created to completely block off access to one side of the town.

SECOND DAY

Barricades are extended to cover two sides of the town.

THIRD DAY

Barricades are extended to cover three sides of the town. Increase the hit points of the walls to 30.

PLAYER AID

If one of your characters is trained in Carpenter's tools, they can attempt to aid in the construction of the walls. That character can make a DC 15 Strength (Carpenter's tools) check for each day this option is chosen. For each success, increase the AC of the walls by 1.

ARM THE TOWNSFOLK

The townsfolk are ready to fight, but don't have much in the way of ranged weaponry. Korvoc can craft some light crossbows while Ron trains the citizens in their use. These townsfolk will hide on rooftops and fire down on the enemies every round of combat.

REQUIRED NPCs

Korvoc, Ron

FIRST DAY

One initiative count 20 (losing initiative ties), deal 3 (1d6) piercing damage to 2 enemies chosen at random. If your APL is 5-6, deal 7 (2d6) damage instead.

SECOND DAY

One initiative count 20 (losing initiative ties), deal 4 (1d6 + 1) piercing damage to 3 enemies chosen at random. If your APL is 5-6, deal 8 (2d6 + 1) damage instead.

THIRD DAY

One initiative count 20 (losing initiative ties), deal 5 (1d6 + 2) piercing damage to 4 enemies chosen at random. If your APL is 5-6, deal 9 (2d6 + 2) damage instead.

PLAYER AID

If one of your characters is trained in Performance or Persuasion, they can attempt to aid in the training of the townsfolk. That character can make a DC 15 check for each day this option is chosen. For each success, increase the number of enemies damaged on each round by 1.

CREATE ADVANCED WEAPONRY

Korvoc has the crafting ability required to create some powerful mounted defensive weapons that can be placed around the town to help defend from intruders. These deal massive damage but require constant operation and can be destroyed.

REQUIRED NPCs

Korvoc

FIRST DAY

Create a mounted arbalest that can be mounted to the top of any building. This weapon scales in power depending on your Average Party Level.

APL 3-4

Bolt. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. Requires the Action of a creature proficient with martial weapons to fire. This weapon has 25 hit points and an AC of 17.

APL 5-6

Bolt. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. Requires the Action of a creature proficient with martial weapons to fire. This weapon has 35 hit points and an AC of 17.

SECOND DAY

The arbalest is upgraded with advanced reloading and aiming mechanisms and no longer require training in martial weapons to be fired. Additionally, a citizen of the town can now be assigned to operate it during the final battle. A citizen in charge of the arbalest fires it on initiative count 20 (losing initiative ties). This citizen will attack the nearest enemy unless given instructions from a player to fire at a specific target. These citizens have 10 hit points and AC 11.

THIRD DAY

A second arbalest is crafted and made available.

PLAYER AID

If one of your characters is trained in Smith's tools, they can attempt to aid in the creation of these weapons. That character can make a DC 15 Strength (Smith's tools) check for each day this option is chosen. For each success, increase the attack bonus of the arbalests by 1.

CREATE THROWN EXPLOSIVES

Rysa is a master of explosives and can carefully create bombs that will be sure to deal plenty of damage to any enemies clustered together during the final battle. She has two different types of throwable bombs available to be crafted:

EXPLOSIVE BOMB

A creature can use an action to throw an explosive bomb at a point up to 50 feet away. Each creature within 10 feet of the bomb must make a DC 13 Dexterity saving throw, taking 2d6 fire damage and 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. If your APL is 5-6, these instead deal 3d6 fire damage and 3d6 bludgeoning damage and have a save DC of 15.

SHRAPNEL BOMB

A creature can use an action to throw a shrapnel bomb at a point up to 50 feet away. Each creature within 20 feet of the bomb must make a DC 13 Dexterity saving throw, taking 4d4 piercing on a failed save, or half as much damage on a successful one. If your APL is 5-6, these instead deal 6d4 piercing damage and have a save DC of 15.

REQUIRED NPCs

Rysa

FIRST, SECOND, AND THIRD DAY

Rysa crafts 6 bombs in any combination of the options listed above.

DIG TUNNELS

If there is one thing the people of Skalintown know it is digging. By using the skills they know best, the townsfolk can construct systems of underground tunnels between builds in the town or even to create escape tunnels outside of town. This allows defenders to reinforce various locations without exposing themselves to attacks while moving.

REQUIRED NPCs

None - they've got this

FIRST, SECOND, AND THIRD DAY

The townsfolk dig 5 ft. wide tunnels anywhere beneath the town with a total length of 60 ft. These tunnels begin and end in a trapdoor and a ladder which take 10 ft. of movement to ascend or descend but keep the tunnels concealed from any enemy that does not actively see someone using these trapdoors.

PLAYER AID

If one of your characters is trained in Mason's tools or Carpenter's tools, they can attempt to aid in the creation of these tunnels. That character can make a DC 15 check each day this option is chosen. On a success, the total length of the tunnel is increased to 75 ft.

ENEMY INTEL

Jeffrey has specific knowledge on each of the bandit leaders. See their stat blocks and descriptions at the end of the adventure for more flavorful information that you can give to you players. The result of this knowledge is that your group will be better prepared to do battle against these enemies. Unfortunately, the townsfolk are still distrustful of Jeffrey and will grow angrier with each day he is left free (covered later in the adventure).

REQUIRED NPCs

Jeffrey

FIRST DAY

Players gain a +1 bonus to attack and damage rolls against bandit leaders and can immediately identify them.

SECOND DAY

Bonus to attack and damage rolls is increased to +2. Party knows AC values of the bandit leaders.

THIRD DAY

Bonus to attack and damage rolls is increased to +3. Party knows current hit point values of the bandit leaders.

BREW POTIONS

It has been a long time since Teresa has brewed potions, but she still has the knowledge from all those years ago. Fortunately, she also has the ingredients since she first transitioned to the saloon business when she began making alcohol from the components of a healing potions. Unfortunately, she will need the help of multiple assistants to craft these potions under such intense time constraints.

REQUIRED NPCs

Teresa

FIRST, SECOND, AND THIRD DAY

Teresa crafts 4 Healing Potions or 2 Greater Healing Potion.

PLAYER AID

If one of your characters is trained in Alchemist's tools, they can attempt to aid in the creation of these potions. That character can make a DC 15 check for each day this option is chosen. For each success, Rysa is able to craft 1 additional basic Healing Potion.

SETUP DETONATED EXPLOSIVES

Rysa can craft explosives that can be setup on the battlefield to be detonated either by a character or set to explode when an enemy steps upon them. She has two different types of detonated explosive available to be crafted:

EXPLOSIVE BARREL

This is an ordinary 2 ft. tall barrel stuffed full of explosives. A creature can use an action to can throw a lit torch at a barrel within 30 ft., causing it to immediately detonate. Each creature within 10 feet of the barrel must make a DC 13 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. If your APL is 5-6, these instead deal 8d6 fire damage and have a save DC of 15.

The barrel can also be rigged with a fuse and explode after a set amount of time. When the barrel is crafted a fuse lasting 1 to 6 rounds can be attached. As a bonus action, a creature can light the fuse. On initiative count 20 (losing initiative ties) the fuse burns. After the set number of rounds goes by, the barrel detonates.

GUNPOWDER MINE

When this 1 ft. wide gunpowder mine is buried, it is invisible to anyone not explicitly looking for it. If a creature enters the same space as a mine, roll a d20. On a result of 10 or less, the creature steps on the mine and cause it to immediately detonate. Each creature in that space must make a DC 13 Dexterity saving throw, taking 5d10 fire damage on a failed save, or half as much damage on a successful one. If your APL is 5-6, these instead deal 7d10 fire damage and have a save DC of 15.

REQUIRED NPCs

Rysa

FIRST, SECOND, AND THIRD DAY

Rysa crafts 3 of the explosives from the options listed above.

THE FIRST NIGHT

The party is offered free rooms on the second floor of Teresa's Saloon.

After the first day of preparations, the townsfolk seem to be in high spirits and most of them head to Teresa's Saloon to drink and calm their nerves. They are miners, so they are used to a hard day of work as well as a strong pint of beer. The citizens invite the party to join them for drinks as they head over, and hopefully the party will agree since it is where they will be staying regardless.

Things start out fine, until one group begins to get rowdy and finally the party hears, *"He can't be trusted! We need to lock him up!"* A man stands up and begins to stomp across the room towards another man silently drinking at the bar, a man by the name of Jeffrey Black. As mentioned in his character information, he was once a member of The Calamity and now many of the townsfolk don't trust him, especially now that they are coming to siege the town itself. They fear his true colors will bleed through.

The party can choose to intervene with this conflict, otherwise this lone drunk man will manage to rally enough other saloon patrons to throw Jeffrey in one of the spare cells in the jail. If the party chooses to let this happen, their ability to gain Jeffrey's help and gain information about the bandit leaders will be permanently lost to them. If they aid Jeffrey, he will stay up late and spend a few hours to fill them in on the details of the leaders and advance them one day in the **Enemy Intel** preparation.

THE SECOND NIGHT

On the second evening, Justin invites the party and Ron to his house for a lovely dinner that his wife Mallika has prepared. They are served fine wines, an entire assortment of fruits and vegetables, and even offered fresh baked apple pie. It is quite a delicious meal, but there is important discussion to be had as well.

During dinner, Justin proposes that tomorrow evening they take all of the women and children of the town and put them up in the mines to hide. He doesn't want to see any innocents die and he knows that The Calamity aren't ones to spare a life, even if it is that of a child. The problem is that many of the women are going to object and want to stay and fight which Ron brings up. Justin believes that the men of the town and the party will be enough to keep them safe, but asks the party if they can help him convince the women to go to safety.

Your party is free to disagree with Justin and it is possible they even change his mind on the subject. Should the party convince Justin that the women should stay and fight, the town automatically gains the benefits of one day of the **Arm the Townsfolk** preparations thanks to the extra fighters. If they agree to help Justin, they will need to leave dinner a bit early and go speak to the women at Teresa's again. If they convince all of the women to leave, they will receive an extra 150 gold from Justin's personal stash as thanks.

THE THIRD NIGHT

There is no drinking on this night. Women (at least some of them) and children will be heading up to the mines since it is unknown when the raid will occur. Many of the other townsfolk cram into Justin's parlor with the map of the town. Now the table is covered in various decorations representing the preparations made by the townsfolk to ready the town for combat. Here the party can make final decisions on where each of them wishes to start the fight, if there is a plan for retreat, when they want to use their explosives if they crafted any, etc...

At the end of the night, the Mayor will give an inspiring speech and send everyone off to get some much earned rest before the fighting begins.

THE CALAMITY ATTACKS

It is an hour after sunrise when a man walks out of the forest near the town and calls out, *"We were expecting payment, Skalintown! Looks like you've chosen to die with your pitiful town instead! We'll give you one last chance to give us what we asked for... otherwise, well, it's going to get bloody."* The man is an ordinary member of the bandits, clearly not a leader, but he speaks with the confidence of a man with an army behind him, even though none of the other members of The Calamity have been spotted just yet.

Ron will call back to them, *"Oh, it may be bloody, but it is the blood of your kind that is going to be spilled on this day,"* and he fires a bolt into the man's chest, killing him instantly.

DEADLY ENCOUNTERS

All 3 waves of the assault are considered to be Deadly encounters, no matter your group's level. No need to fear, though! Your players have had time to prepare for the attack and know that they can expend all of their daily resources in this one set of combat so they should be just fine if they stick to their plan and you don't roll too many critical hits!

THE FIRST WAVE: RELEASE THE HOUNDS

As the man collapses to the ground in a quickly growing pool of blood, another voice calls out from the nearby forest, "*Let the dogs tear them to pieces!*" Howls and snarls begin to fill the air and it takes only a few moments before the first of them are bursting out of the treeline 150 feet away and start charging at the town.

Roll for initiative.

ENEMIES

The number and the types of creatures the party faces depends on your party's APL. See the beginning of the module for information on determining your party's APL.

• APL 4

- 4x Wolf (**MM Pg. 341**)
- 2x Thug (**MM Pg. 350**) mounted upon 2x Worg (**MM Pg. 341**)
- 1x Lakira Rain [CR 2] mounted upon 1x Armored Dire Wolf (**NEB2**)

• APL 5

- 4x Dire Wolf (**MM Pg. 321**)
- 2x Thug mounted upon 2x Worg
- 1x Lakira Rain [CR 2] mounted upon 1x Armored Dire Wolf

• APL 6

- 4x Dire Wolf
- 2x Bandit Captain (**MM Pg. 344**) mounted upon 2x Worg
- 1x Lakira Rain [CR 4] mounted upon 1x Armored Dire Wolf

• APL 7

- 4x Dire Wolf
- 2x Bandit Captain mounted upon 2x Worg
- 1x Lakira Rain [CR 4] mounted upon 1x Runed-Scarred Dire Wolf (**NEB2**)

SETUP AND TACTICS

This fight consists of 4 wolves set loose on their own and 3 additional wolves/worgs with riders on their backs. The sets of creatures acting as a rider and mount roll for initiative together, so both rider and mount will attack at the same time.

If you constructed barricades around the city, this group of enemies does not concern themselves with breaking them down. They will circle around to the nearest entryway, the wolves taking Dash actions and their riders taking Dodge actions or using ranged attacks against any exposed targets. It takes the wolves and riders two rounds to reach the town.

The wolves are savage, always attacking the nearest target they can see or smell unless commanded otherwise. They will run over traps without hesitation and will continue to attack their target even after they have been knocked unconscious, insuring their prey is dead.

Once the wolf riders are within the walls, they will continue to use ranged attacks and shout out the positions of any advanced weaponry or party members they can see so that the next wave of attackers will be ready. If their mounts are ever killed or if they get too low on health, they will run into the buildings of the town and fire from the safety of the windows.

LAKIRA RAIN, THE FIRST BANDIT LEADER

Lakira Rain is the first of The Calamity's leaders. If the party members took time to gather intel, they will recognize her immediately. She is covered in tattoos and is known as a master with a bow. Once inside the walls, she will do her best to get to a rooftop and fire down upon others from the high-ground, setting her powerful wolf loose to attack party members that may be engaging in melee combat.

If you have a higher level group and want to give them an extra challenge, you can use a Deadly Hunter from Nerzugal's Extended Bestiary in place of Lakira Rain. This enemy excels with a bow and arrow and can certainly pack a punch, but if it is a one-shot then some extra deadliness may be welcomed by your players.

During all of the fighting with the wolves, other bandits are shifting around outside the bounds of the town. An observant player on the high ground can see movement in the nearby forest. They will start to spread to every side of the town. **3 rounds after the first wave, the second wave begins their attack! These foot soldiers take 3 turns to reach the town, sprinting across the field in their approach.**

THE SECOND WAVE: OVERWHELMING FORCES

The second wave consists of an entire army of foot soldiers that swarm after the initial attack of the wolves and wolf riders. **Simply add them to the existing initiative order. No need for the players to roll again.** It is clear that the bandits were not expecting such resistance by the townsfolk, that they would be gone or hiding with maybe a handful who would stand to fight. While these bandits may be weak, their sheer numbers still make them a threat to the town.

ENEMIES

The enemies listed are broken down by your APL. See the beginning of the module for information on determining your party's APL.

• APL 4

- 4x Squad of Bandits (**NEB2**)
- 1x Squad of Thugs (**NEB2**)
- 1x Sal'kin Bloodfist [CR 3]

• APL 5

- 3x Squad of Bandits
- 3x Squad of Thugs
- 1x Sal'kin Bloodfist [CR 3]

• APL 6

- 3x Squad of Bandits
- 3x Squad of Thugs
- 1x Sal'kin Bloodfist [CR 5]

• APL 7

- 6x Squad of Thugs
- 1x Sal'kin Bloodfist [CR 5]

SETUP AND TACTICS

If the sides of the town are blockaded, these groups of enemies will attempt to smash through. They will find a single point along the wall and begin to hack and slash, potentially wasting multiple turns as they do so. About half of the force will attempt to break through on any given side, the rest will swarm to the nearest entrance and make their way in from there.

These soldiers stick together in their small groups always and are particularly vulnerable to thrown bombs and detonated explosives. Beyond that, these enemies are fairly straight forward in their intentions. They will charge directly at the party members, assuming they have the advantage with their superior numbers. If there are arbalests on the rooftops, some of these groups may stop and try to destroy those as they are a great threat.

SAL'KIN BLOODFIST, THE SECOND BANDIT LEADER

Sal'kin Bloodfist is the second of The Calamity leaders. If the party members took time to gather intel, they will recognize him immediately. Sal'Kin is a brutish half-orc, far more powerful than the individual units of the scattered bandit groups. His body is covered in scars and there is a large chunk missing from his lower jaw. He uses a steel maul to crush through opponents as well as structures and is not afraid of making his own doorways into the homes of the townsfolk.

He will stick relatively close to the groups of bandits, shouting commands to keep them focused on high-priority targets such as arbalests. When Sal'Kin is killed, make sure the other bandits are visibly startled and seem a bit frightened.

THE FINAL WAVE: THE ELITE FORCE

The leader of The Calamity is a man by the name of Voln Elstrum. He started out as a beggar in the streets in a nearby city and was adopted by a gang when he was still quite young. He had taken his first life before reaching age ten. Now, almost thirty years later, he is an elite fighter with an esteemed reputation amongst all thieves and bandits. Because of this reputation, he thinks himself too good to dirty his hands with the slaughtering of peasants, but after seeing Sal'Kin and his men begin to fall, he realizes he must engage with his loyal pets, Snarl and Howl. **Voln and his wolves attack 4 rounds after the second wave, reaching the town in 2 rounds.**

ENEMIES

• APL 4

- 1x Dire Wolf (**MM Pg. 321**)
- 1x Armored Dire Wolf (**NEB 2**)
- 1x Voln Elstrum [CR 4]

• APL 5

- 2x Rune-Scarred Dire Wolf (**NEB 2**)
- 1x Voln Elstrum [CR 4]

• APL 6

- 1x Armored Dire Wolf
- 1x Rune-Scarred Dire Wolf
- 1x Voln Elstrum [CR 6]

• APL 7

- 2x Rune-Scarred Dire Wolf
- 1x Voln Elstrum [CR 6]

SETUP AND TACTICS

Voln comes charging in through the main entrance of the town, sending Snarl and Howl to engage the enemy ahead of him. He is a smart man and has survived dozens if not hundreds of encounters, causing him to be incredibly cautious in his fighting tactics. He will hide behind buildings, attempt to take hostages, and use potions to make sure he has the upper hand in battle. With a simple whistle he can command Snarl and Howl to attack any foe and they will obey even if it means receiving attacks of opportunity from another enemy. If the party allowed women to stay and fight, be sure to have one of them be captured by Voln and used as a human shield as soon as he arrives in the town.

AFRAID TO DIE

When Voln is reduced to 0 hit points for the first time, instead reduce his hit points to 1 and immediately interrupt combat as he surrenders, throwing his weapons to the ground and holding his wounds. If the party chooses to show mercy, give them additional gold or XP as reward, as Voln is a wanted criminal and is responsible for many deaths that typically calls for a public execution in front of the family members of those he has wronged.

AFTERMATH

At the end of the battle, the party will have defeated over 30 total bandits - quite the feat. Ron will run over to the party, swinging his crossbow high overhead in joy. *"We did it! We got 'em all!"* he shouts and the citizens that remained in the town to help fight all join in the celebrations as they flood into the street.

One of the townsfolk goes running off to the mines to gather the women and children, and before long the town is overflowing with people once again. There is joy in the air and dozens of bottles of various alcohols have already been opened (and many of them emptied). They celebrate the lives of those who died rather than mourn them, as is traditional in Skalintown.

Let your players relish in a hard earned victory.

EXPERIENCE

The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the quest. Feel free to adjust these values if you see fit.

- **APL 4** - 4,000 XP per player
- **APL 5** - 7,000 XP per player
- **APL 6** - 9,000 XP per player
- **APL 7** - 11,000 XP per player

LOOT

Your party's reward is based on their APL. These are however just suggested values. Feel free to increase or decrease these numbers or reward them with a magic item - perhaps there is a magic weapon that has been passed down in the Skalin family for generations and the Mayor is willing to part with it. Perhaps the sheriff's crossbow is magical and he feels it would be of better use in the hands of the party.

- **APL 4** - 1,600 gold
- **APL 5** - 2,500 gold
- **APL 6** - 3,600 gold
- **APL 7** - 5,000 gold

CUSTOM ENEMIES

LAKIRA RAIN

Medium humanoid (half-elf), neutral evil

Armor Class 15 (leather)

Hit Points 53 (7d8 + 21)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Skills Acrobatics +6, Insight +3

Senses darkvision 60ft., passive Perception 11

Languages Common, Elvish

Challenge 2 (450 XP)

Command the Pack (3/Day) As a bonus action, Lakira shouts out a command to her wolves. One wolf within 120 feet can that can hear Lakira can use its reaction to make a bite attack.

Mounted Combatant. Once per turn while riding a mount, Lakira can deal an additional 4 (1d8) damage with a ranged weapon.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

LAKIRA RAIN

Medium humanoid (half-elf), neutral evil

Armor Class 16 (studded leather)

Hit Points 82 (11d8 + 33)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +6, Insight +4

Senses darkvision 60ft., passive Perception 12

Languages Common, Elvish

Challenge 4 (1,100 XP)

Command the Pack (3/Day) As a bonus action, Lakira shouts out a command to her wolves. One wolf within 120 feet can that can hear Lakira can use its reaction to make a bite attack with advantage.

Mounted Combatant. Once per turn while riding a mount, Lakira can deal an additional 5 (1d10) damage with a ranged weapon.

Actions

Multiattack Lakira makes two attacks with her longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

SAL'KIN BLOODFIST

Medium humanoid (half-orc), neutral evil

Armor Class 14 (unarmored defense)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	7 (-2)	13 (+1)	10 (+0)

Skills Athletics +6, Intimidation +2

Senses darkvision 60ft., passive Perception 11

Languages Common, Orcish

Challenge 3 (700 XP)

Demolisher. Sal'Kin's deals double damage to objects and structures.

Fervor For Battle. If Sal'Kin has been in combat for at least 3 rounds, he deals an additional 1d6 bludgeoning damage with all melee weapon attacks.

Unarmored Defense. While Sal'Kin is wearing no armor, his AC includes his Constitution modifier.

Actions

Multiattack Sal'Kin makes two attacks with his maul.

Maul. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage or 14 (3d6 + 4) bludgeoning damage if he has been in combat for at least 3 rounds.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

SAL'KIN BLOODFIST

Medium humanoid (half-orc), neutral evil

Armor Class 15 (unarmored defense)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	13 (+1)	12 (+1)

Skills Athletics +6, Intimidation +3

Senses darkvision 60ft., passive Perception 11

Languages Common, Orcish

Challenge 5 (1,800 XP)

Demolisher. Sal'Kin's deals double damage to objects and structures.

Fervor For Battle. If Sal'Kin has been in combat for at least 3 rounds, he deals an additional 2d6 bludgeoning damage with all melee weapon attacks.

Unarmored Defense. While Sal'Kin is wearing no armor, his AC includes his Constitution modifier.

Actions

Multiattack Sal'Kin makes two attacks with his maul.

Maul. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage or 18 (4d6 + 4) bludgeoning damage if he has been in combat for at least 3 rounds.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

Juggernaut Sweep (1/Day). Sal'Kin stomps the ground, then swings his maul in two massive sweeping arcs. Each creature within 10 feet of Sal'Kin must make two Dexterity saving throws, taking 14 (4d6) bludgeoning damage for each failed save.

VOLN ELSTRUM

Medium humanoid (human), neutral evil

Armor Class 19 (splint mail, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +4, Str +5

Skills Athletics +5, Deception +5, Persuasion +5

Senses darkvision 60ft., passive Perception 11

Languages Common, Elvish, Orc

Challenge 4 (1,100 XP)

Presence of Power. All bandits within 60 feet of Vолн that can see him are bolstered in combat. Whenever one of these bandits makes an attack roll or saving throw, roll an additional 1d4 and add the number rolled to the attack roll or saving throw.

Actions

Multiattack Vолн makes two attacks with his longsword, replacing any attack with a bleeding slice or debilitating strike if able.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bleeding Slice (Recharge 4-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage, and the target begins to bleed. At the beginning of a bleeding creature's turn, it takes 4 (1d8) necrotic damage. This effect persists until a creature uses its action to treat the wound.

Debilitating Strike (Recharge 4-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage, and the target must make a DC 13 Constitution saving throw. On a failed save, that creature's highest stat is reduced by 2 for 1 minute. If it is a tie, randomly choose which stat is reduced.

VOLN ELSTRUM

Medium humanoid (human), neutral evil

Armor Class 19 (splint mail, shield)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	16 (+3)

Saving Throws Dex +5, Str +7, Cha +6

Skills Athletics +7, Deception +6, Persuasion +6

Senses darkvision 60ft., passive Perception 11

Languages Common, Elvish, Orc

Challenge 6 (2,300 XP)

Presence of Power. All bandits within 60 feet of Vолн that can see him are bolstered in combat. Whenever one of these bandits makes an attack roll or saving throw, roll an additional 1d4 and add the number rolled to the attack roll or saving throw.

Determined Combatant. Vолн is immune to any effect that would cause him to make an attack roll or saving throw with disadvantage.

Actions

Multiattack Vолн makes three attacks with his longsword, replacing any attack with a bleeding slice or debilitating strike if able.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bleeding Slice (Recharge 4-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage, and the target begins to bleed. At the beginning of a bleeding creature's turn, it takes 7 (2d6) necrotic damage. This effect persists until a creature uses its action to treat the wound.

Debilitating Strike (Recharge 4-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, that target's highest stat is reduced by 3 for 1 minute. If it is a tie, randomly choose which stat is reduced.

PUZZLES

COLORED MARBLES PUZZLE

THE SETUP

The players are presented with a safe or locked door with a 3x3 grid on the front of it. This door is opened when marbles are placed in a particular order in the slots of the grid. The colors of these marbles are as follows: **Red, Blue, Yellow, Green, Orange, Violet, White, and Black**. There are 8 marbles in total for the 9 slots. Make sure to have these marbles be separate from the lock, hidden away somewhere in your dungeon or in someone's personal belongings.

INSTRUCTIONS

In order for the players to know the order for these marbles, they must also find the instructions. Have these also be hidden away in a separate location in your adventure so the players will not be able to proceed until they have found all of the pieces. The instructions for the marbles are as follows:

Orange is below Blue
Blue is right of White
Black is right of Green
Green is right of Violet
Violet is below Black
Red is left of Yellow and above White
Yellow is left of Orange and below Violet
White is below Green and above Yellow

SOLUTION

With these instructions there should be only a single possible outcome for success and it is as follows:

Red	Green	Black
Violet	White	Blue
Yellow		Orange

THE CHARGED TILES

THE SETUP

The players find their way into a room with strong pulses of lightning running through the floor. It isn't obvious which tiles are charged by only looking, and stepping on any of these charged tiles deals 2d6 lightning damage (feel free to adjust this up or down depending on your player's levels). In order to cross the room, the players will need to use a charge detecting device which you will need to have your players find somewhere nearby. This device detects how many charged tiles are within 5 feet and displays it via a small dial on the front of the device. The players will need to use this device to navigate across the room and minimize the amount of damage taken.

THE FLOOR

1	1	1	1	2	1	1	0	0	0
X	3	3	X	2	X	1	0	1	1
3	X	X	2	2	1	2	2	3	X
X	5	3	2	0	1	2	X	X	2
X	4	X	1	1	2	X	4	3	2
3	X	3	1	1	X	2	3	X	3
2	X	3	2	3	2	1	3	X	X
3	3	3	X	X	2	1	3	X	3
X	X	2	2	2	3	X	4	2	1
2	3	2	1	1	3	X	X	2	1
0	1	X	1	1	X	3	2	2	X

STRATEGY

Make sure your players always start at the top of the puzzle. Just as in combat they can move diagonally (even if it doesn't make perfect sense), but for this puzzle they cannot jump across tiles, for doing so results in the lightning arcing up and shocking them mid jump and then knocking them to the ground. If they try to use this tactic, have them take double the normal damage to discourage them from attempting it again.

The top row represents the area just outside of the charged zone and so it has no electrified spots in it. Using elimination, your players should be able to find a guaranteed path through the room without ever needing to risk being electrocuted. If they do make a wrong guess, they simply get a shock and some information, so there is always a way for them to get a hint if they are stuck at the cost of a few hit points.

Make sure to draw out this puzzle for your players and continue giving them new numbers as they explore!

DOUBLE UP CIPHER

THE SETUP

This is a cipher that extracts only letters that appear side by side from a phrase. You can use this for a number of ciphers, but in this example the puzzle is a door with three levers that each are labeled Open and Closed next to a sealed door. Next to these levers is a message inscribed on the wall and a single button below it. The levers all start in the 'Closed' position. The players must use the clue hidden in the message to determine the correct sequencing of the door. If they guess wrong, punish them in the form of a combat encounter or some other sort of unavoidable damage.

THE MESSAGE

Look closely at these words and connect the discreet mapping.
Scanning these texts, see those that appear together to unlock the door.
You just need to address the problem, or will you be foolish and succumb to failure?
You get but one chance. Select wrong and you die.

THE CIPHER

Using the clue given in the message, the players must look and see those that "appear together." This refers to the duplicate letters that appear next to one another. By extracting these letters they will get the following results:

Row 1

ONEP

Row 2

NEPO

Row 3

EDSLOC

Row 4

Nothing

The players can pretty easily unscramble these words to find OPEN, OPEN, CLOSED to represent the first level is open, the second is open, and the third is closed.

THE BLOOD FOUNTAIN

THE SETUP

This puzzle takes place in a decent sized room or hall that the party needs to cross. On the close side of the room is a fountain filled with blood. It is repulsive and fills the room with the thick smell of iron and the constant gurgling of thick churning liquid. Near the fountain of blood are a few ornate bowls whose interiors are stained red from extended use with the blood.

Going straight through the center of the room is a strip of red-stained floor, turned this way as the results of hundreds and hundreds of bloodied footsteps walking this path.

Whenever a player attempts to walk through the room, small slits open in the wall and poisoned darts spray out in a vicious burst. Each creature in the middle 20 feet of the room must make a DC 13 Dexterity saving throw, taking 1d6 piercing damage plus an additional poison 2d4 damage on a failed save, or half as much damage on a successful save. This trap repeats for each 5 feet a creature travels through the center of the room. (Adjust the DC of the check and the damage as your party reaches higher levels and try to avoid using this trap for very low level parties).

CROSSING THE THRESHOLD

The way the characters can avoid this damage is to coat themselves in the blood before making the crossing. The thick blood stains going through the center of the room is their clue to discovering how to solve this trap. They can use the ornate bowls to pour the blood over themselves, covering at least half of their body to satisfy the conditions to cross. A creature covered in blood that passes through the room is left to cross completely unharmed.

THE SUBMERGED TEMPLE

This is a fairly niche puzzle that can only work in a submerged dungeon of some sort. It is meant to play to the dangers of being underwater and assumes your players will have the ability to breathe, though they may not be able to communicate verbally! The players will have to solve various puzzles within the pyramid, some of which requiring coordination, to unlock the center of the pyramid and the treasure that it holds. **Note: This puzzle requires at least 4 players to successfully complete, is quite complex, and is potentially lethal!**

THE SETUP

In the center of this rather large room is a pyramid of solid stone with a base roughly 40 feet across. There is a tunnel on the side of the pyramid facing the players as they enter this room. It is a narrow passageway, roughly 3 feet wide, so this already may invoke some fear of claustrophobia.

There are additional tunnels on the east and west sides of the pyramid as well, but they are sealed up when the puzzle begins.

CENTRAL PATH

The path goes forward for about fifteen feet before curving ninety degrees and proceeding straight up. The player who enters this tunnel must swim up through this opening into a room that is eight feet on each side. This room contains the following features:

- In the very center of the north wall is a green-outlined spherical recess that looks like it would hold an orb.
- Below the spherical recess is a lever that is in a neutral state.
 - Moving this left or right will open either the western or eastern chamber, closing off the entrances to other chambers when one is opened.
- On both the left and right wall are chains with a large ring-shaped handle at the end.
 - Pulling these will open slots in the left and right chambers, but it is impossible to notice anything from the central chamber. These take a sustained amount of force to hold open, requiring a strength score of at least 10.
 - Pulling both chains at the same time causes two small slots on each side of the central chamber to open, allowing the passage of small items from the central chamber to the left or right chambers and vice versa.

There are buttons in each of the side rooms. If they are pressed at the same time, a green orb will be revealed in the central chamber along with a toxic liquid that floods into the waters. The player must find some way to filter the water they breath or take 2d6 poison damage (adjust based on player level if needed). This poison persists until the orb is retrieved, but requires success on a DC 13 Strength check to pull it free, the players within incurring additional damage on each failure.

EASTERN PATH

This path is similar to the central one, continuing forward for roughly fifteen feet before curving ninety degrees into another eight foot cube shaped room. This room contains the following features:

- In the very center of the north wall is a blue-outlined spherical recess that looks like it would hold an orb.
- Just below the spherical recess is a large stone button.
- When the lever in the central chamber is moved to open up either of the other passageways, a second button appears on the south wall.
 - Pressing and holding just one button causes the ceiling in the central chamber to lower. The ceiling reverts to its normal position when the button is let up, but if it is constantly held it will eventually crush whomever is in the central room.
 - Pressing both gives a loud audible click (even in the water), but does not seem to have an effect yet.
(Players in both side chambers need to press their buttons to open the orb slot in the central chamber.)

When the eastern chain in the central chamber is pulled, a slot will open in the eastern wall that contains a red orb. It also frees a large school of piranha. These piranha bite that character for 4d4 piercing damage (adjust based on player level if needed) every round until the orb is retrieved. As soon as the orb is removed, the fish disappear but the pain persists. The player must succeed on a DC 10 Wisdom (Perception) check to notice the red orb while the attack is occurring, repeating this check each turn as long as the slot remains open.

WESTERN PATH

This path is similar to the central path, continuing forward for roughly fifteen feet before curving ninety degrees into another eight foot cube shaped room. This room contains the following features:

- In the very center of the north wall is a red-outlined spherical recess that looks like it would hold an orb.
- On either side of the spherical recess is a hole roughly six inches wide and one foot deep. There are buttons at the end of each of these holes.
 - If the door to this room is closed, razors behind spiraling within the two holes, slicing the hands of any creature pressing the buttons. This deals 2d12 slashing damage (adjust based on player level if needed).
 - If the red orb has been placed into its slot, these blades to not activate.
 - When both buttons are pressed, they produce a loud audible click.

When the western chain in the central chamber is pulled, a slot will open in the ceiling of the room containing a blue orb. As long as the slot is open, the player in that room is electrocuted for 2d6 lightning damage per turn. The creature in the room must make a DC 10 Wisdom (Perception) check when the slot is opened to notice the slot and the orb within, repeating this check each turn as long as the slot remains open.

THE SOLUTION

In order to open the pathway to the inner sanctum of the pyramid, three three colored orbs all must be placed into their appropriate slots. The steps to unlocking this sanctum are as follows (though the order can be switched up a bit):

- Two players swim into the central chamber and moves the lever to allow players to enter each of the side chambers.
- The players in the central chamber pull the chains one at a time and the players in the side rooms must retrieve their orbs.
- The players in the central chamber pull both chains at the same time, opening slots to allow the orbs to be passed through. They must then pass the orbs to the opposite chambers so they can be placed into their correctly colored slots.
- With the orbs in place, the lever must be moved to reveal both buttons in the eastern chamber. The players in the side chambers must then press ALL four buttons simultaneously to unlock the green orb in the central chamber.
- The final orb is placed into its slot. Afterwards, the north side of each of these rooms open up and converge to a single pathway that leads to the inner sanctum where there is an item your players need to continue through the dungeon!

RIDDLES

First a flash and then a roar
The gods enraged, who knows what for?
Splintered children, grasping for land
A random occurrence, or something planned?
Boats sent to the depths, trees scorched and ruined
Beware of the skies, when a great storm is brewing.
Lightning

A splash of blood and a kiss of spring,
Make a heart melt with just this one thing.
An aroma so sweet, but a base that stings,
A symbol of love, a precursor to rings.

A Rose

This one is quite simple, but if you want to have some fun and rap a riddle to your players you can do so.

The life ender, its design slender, silencer for the offender.
For murder ideal, annealed steel but easy to conceal.
A tool for the fool whose intentions are cruel.
In poison it is dipped, flesh ripped, blood dripped, life stripped.
You see, it's a weapon for thee, but additionally, a key for me.
A Dagger

CUBIC CODE

This is a simple code that is around the outsides of a sealed cube. I suggest breaking up the pieces of the code into their own sections and handing them out so the players have to do a bit of work putting them together. This is quite an easy puzzle and should be solvable quickly for most groups.

THE SETUP

The players find a cube with three faces containing letters arranged in 3x3 grids. On the sides opposite those letters the cube has a similar grid with the slot either flat or raised. A raised slot is identified with an **O** and a flat slot is identified with an **X**. To solve the riddle, the players must match the raised slots with the letters in the corresponding slot on the opposite side. The same is true for the flat slots. When the players have done this, they will have to order them correctly and provide the answer.

Front

E	N	Y
T	D	H
O	I	E

Back

O	X	O
X	O	X
O	X	O

Left

W	T	I
H	E	T
H	K	I

Right

X	O	X
O	O	X
X	O	X

Top

S	C	U
B	S	L
E	I	E

Bottom

X	X	X
X	O	O
X	O	O

THE SOLUTION

"Within this cube the key does lie" is the phrase that is hidden on the cube. When the phrase is spoken allowed, the cube twists open and reveals a key that is stored inside.

LOGICAL NUMBERS #2

THE SETUP

The players are presented with a device or a door that is protected by a 10 digit combination lock. The instructions to solve said lock can either be scattered in individual pieces throughout the area or all written out on a single piece of paper. I personally prefer to spread such the clues for something like this across multiple guards in the area and to hand the players physical pieces of paper that they must assemble to solve the final riddle, but any method is fine. The players must use the set of clues given below to find the unique solution for the lock.

THE CLUES

The number is 10 digits in total, all unique. The middle two digits sum to 10 and are both even.

The first five digits sum to 20.

Four appears before zero. The number created by the first two digits plus the number created by the last two digits equals the number created by the middle two digits.

The number of days in an ordinary year is included without interruption.

CLARIFICATION NOTES

The fifth clue is a bit tricky. If you or your players are confused, it simply means that 17 (the first two digits) plus 65 (the last two digits) equals 82 (the center two digits).

The final clue can also be difficult if you are playing in a world that does not use a 365 day calendar. In that case, you can simply change the clue to be "the number 6 has a 3 directly on its left and a 5 directly on its right."

THE ANSWER

1740829365

STATUE AND KEY

THE SETUP

The players enter the room with a statue standing with its chest puffed out and hands on its hips. At the base of the statue are the words *"Do As I Do"*. The room is locked with a mechanism that cannot be picked or opened by any ordinary means. In order to open this door, the players must complete the challenges set forth by the statue by matching its movement, even though some of the actions are quite violent and deadly. There is a small circle outlined on the floor ten feet in front of the statue that marks where the creature that is going to perform these actions must stand.

MIMICRY

THE FIRST ACTION

The first action the players must mimic is simply standing up with hands on hips with a puffed out chest. They must be facing the statue during all of these actions for them to register.

THE SECOND ACTION

Once this action is completed, the statue bends down and punches the floor with enough force that some of the marble that it is crafted from shattered and falls to the ground in a cloud of dust. After this punch, the statue remains crouched with its fist partially embedded in the floor. The mimicking creature must also punch the floor hard enough that they take 1d6 bludgeoning damage and remained crouched as blood drips from their knuckles.

THE THIRD ACTION

The statue rises to a standing position once again. It reaches down to its waist and pulls out a sword. It twists and stabs the sword violently to the right and retracts it with lightning speed. The sword now has a tip that is stained red. The statue takes the sword in both hands and plants it into the floor and awaits the player to mimic the action. For this to work, the player must take a weapon (not necessarily a sword), and strike another member of the party to coat the weapon in blood, then plant it against the floor as the statue is doing. This must be a full force swing and deals full weapon damage to the creature being struck.

THE FINAL ACTION

When this action is also mimicked, the statue gives a nod of approval. It drops the blade and allows it to shatter against the floor and pulls out a dagger. It runs the dagger along its own hand, spilling a substance on to the floor that is indistinguishable from blood. It then tosses the dagger to the mimicking creature and reaches into its wound it has opened in its hand and withdraws a marble key.

When the mimicking player looks down at their own hand they will see that there is now a dark spot beneath the surface of their flesh – this is the true key. They must use the dagger given to them by the statue to cut open their hand and withdraw the key. As the player is making the cuts and slowly pulling out the key, describe in detail the gruesomeness of the situation and the great pain they feel. Have five instances of 1d4 piercing damage occur during the withdrawal process, spaced out between your descriptions as the key is slowly being pulled free.

THE DEED IS DONE

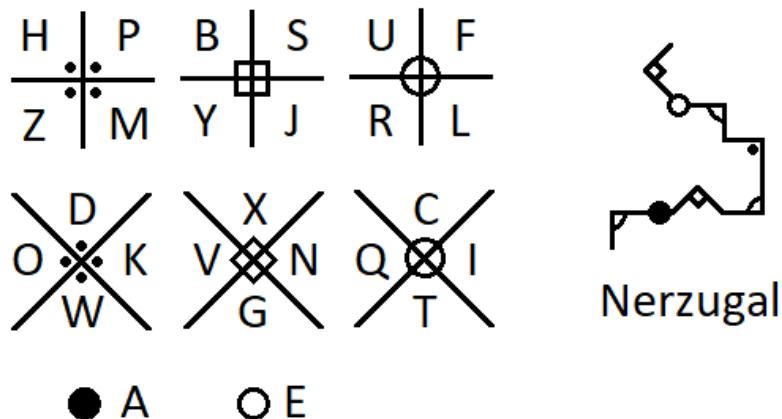
Once the key is freed from the creature's hand, the statue returns to its normal state and goes perfectly still – as you would expect of a statue. The players can use that key to open the locked door and proceed.

ANGULAR LANGUAGE

THE SETUP

Your players find strange symbols scattered across the dungeon or hideout they have infiltrated. Without knowledge of what these symbols mean, it is impossible to decode. The cipher for this symbolic language can either be hidden away in a chest somewhere the players will stumble upon in their journey or folded up in the pocket of a powerful enemy they defeat. It also does not need to all be found at once, and giving your players the solution piece by piece may lead to some entertainment as they try to figure out the answer with incomplete information.

THE LANGUAGE



Using this template you can create any number of hidden messages for your players to decipher!

RANDOM ENCOUNTERS

Sometimes as a DM you just need a bit of inspiration to give some excitement to your party's travel (or simply to buy yourself some extra time to figure out what is going to happen when they arrive since you certainly didn't expect them to go to that town all the way across the map!). Below are tables for all of the common types of terrain your party may travel over for an extended period of time - arctic, coast, desert, forest, jungle, plains, mountains, swamp, and finally the high seas! There is also a table for encounters that might occur while they are visiting a city. Each of these environments come with a d20 table of encounters your players might come across on a given day. These can be used to give you a burst of inspiration for a larger hook in your world, or just as a way to spice up travel in an exciting manner.

On each of these tables (except for the city), there are 5 slots dedicated to pure combat encounters. You may notice these all fall into the category of Hard and Deadly difficulty which may cause you concern, but the typical use for these tables is to make a day of travel more exciting and are intended to be the only combat encounter your players face that day. They will likely be using a good deal of their resources, but hopefully it will also make for an interesting fight. Sometimes your players just needs to deal with a good old-fashioned orc ambush after a long session of heavy role-playing.

Along with the 20 random encounters for each environment, they also come with a d10 table of methods to make the combat encounters a bit more interesting. If you dislike the idea of your players having nothing to worry about beyond the enemy and nothing to use in their battle beyond their weapons and spells, then hopefully these tables will give you some ideas of extra ways to allow creativity to take hold and be rewarded. These additions to the battlefield may add extra challenges to the combat or it could make things easier for the players if they take advantage of the situation; either way it will make the battle into more than an open battlefield slugfest.

Now your only real choice is if you simply browse through the list and find the option you think looks most fun... or do you let the dice make the decision for you?

ARCTIC RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 Marching through the frozen terrain, one of your players trips and falls in a pile of snow, landing on a perfectly preserved body in the ice. This body is at least a century old and looks to have once been royalty. They have a beautiful silver necklace around their neck with a familiar symbol upon it.

3 The party finds a lost winter wolf pup. It is friendly to the party, but if they decide to take the wolf along, the mother will be sure to hunt them down to retrieve her child.

4 The party starts to find beautiful sculptures of ice depicting wondrous and deadly creatures. Following the tracks leading from one of these sculptures via Wisdom (Survival) checks leads them to the igloo of an elvish druid named Nakata who has lived out here for decades.

5 Hard Monster Encounter

6 One of the party members feels the ground beneath their feet shift uncomfortably. It suddenly becomes apparent that they are walking on a frozen lake and have nearly reached its center. They will need to move carefully or risk breaking through. They can use Dexterity (Acrobatics) to move carefully, but if that doesn't go well they will need to use Strength (Athletics) checks to outrun the crumbling ice.

7 The party finds the remnants of a small village that looks to have been raided recently. Within the town are scattered coins and a few minor valuables left behind. Written in blood on one of the walls is the name of the group responsible for this slaughter.

8 The party finds the body of a recently deceased yeti. It looks to have been torn to pieces by some larger, even more powerful predator. They can choose to follow the trail of blood to the beast's lair if they are looking for a challenge. Make this a beast at least 2 CR over the party's average level, but also have the creature's body parts be worth a great deal of coin to reward them for their risk-taking. If you have a particularly large group, give it some basic attacks as Legendary Actions. *Emphasize the deadliness of this creature!*

9 Hard Monster Encounter

10 The party stumbles upon an ancient tomb. It is barely visible above the ice and snow and will need to be dug up if the party wishes to enter. Within the tomb are animated guardians and a few decaying books with lore of the area. Fill these books with plot hooks or world information - perhaps there is a magic item left behind with the owner as well.

d20 Encounter

11 The party finds a large herd of elk wandering through the area. They can be quite dangerous if provoked, but if captured they can be sold for profit and their meat is delicious when harvested. If the party tries to capture too many, predators may approach to hunt.

12 Your players find a massive arch of stone and ice that extends over a hundred feet into the air. There is evidence of multiple efforts to climb to the top, but none appear to have been successful thus far. A magic item awaits at the top of this structure with a congratulatory note from a mysterious wizard.

13 Hard Monster Encounter

14 Growing up out of the ice and snow is a massive tree. It is the only tree within miles, but it seems to be thriving even in this hostile environment. Intelligence (Arcana) checks reveal that this is part of a teleportation network.

15 The party finds a small village of perhaps a dozen folk on the edge of a frozen lake. It is an ice fishing community and they are doing quite well for themselves. Perhaps they have a quest for our heroes or maybe they offer respite from the harsh weather... if the price is right. There are rumors of a great treasure waiting at the bottom of the lake.

16 The party finds the remains of an ancient outpost. There are signs someone has been lurking around recently. Inside is a group of bandits that are wanted for crimes in a nearby city - Dead or Alive.

17 Hard Monster Encounter

18 The day's weather is particularly brutal. With windchill it is well below freezing. Continuing to travel on this day is quite dangerous. The party will need to use the supplies they have on hand and the environment to create shelter or be subjected to periodic Constitution saving throws. Failing one of these saves results in a level of exhaustion.

19 A dazzling display of lights dance across the night sky. These represent nearly every color in the spectrum. An Intelligence (History) check reveals that many see these lights as a good omen of things to come and will perform elaborate rituals all through the night when they appear.

20 The party hears the sounds of bells in the distance. If they follow these bells, they find a large overturned red sleigh with a bag filled with goods pouring out of it. On the ground next to the sleigh is a fluffy red suit with the name Nicholas sewn into the collar. This sack functions as a bag of holding. Someone wearing the red suit can reach into the bag as an action and pull out the toy perfect for the person they are currently looking at, but can only retrieve one toy per year per person. If the person being looked at is evil in nature, a piece of coal is retrieved instead.

ARCTIC COMBAT CONSIDERATIONS

d10 Arctic Combat Considerations

- 1 The battle takes place atop a frozen lake. If a creature stands on a single space for too long or if multiple creatures are grouped up in a small space, the ice will break and drop the creatures into the freezing water below.
- 2 There are large boulders scattered around the area that can be used as cover. The area directly around these boulders is covered in deeper snow that makes it difficult terrain.
- 3 There are scattered patches of exposed ice throughout the battlefield. Whenever a creature not native to this environment steps onto one of these patches for the first time on a turn, they must succeed on a DC 13 Dexterity saving throw or fall prone.
- 4 Half of the enemies that are to participate in this encounter enter combat 2 turns later than the others. These creatures are hidden beneath the snow or hiding behind the snow drifts. Increase the difficulty of the encounter slightly to compensate for this delay.
- 5 This portion of the arctic is crowded with dense pine trees that provide exceptional cover for both the players and the enemy. A fallen tree divides the center of the battlefield and creatures must use half of their movement to climb over it.

d10 Arctic Combat Considerations

- 6 Just to the side of where the battle occurs is a thirty foot drop off. There is snow at the bottom of this cliff so creatures only take half the normal fall damage. Climbing back to the top required a DC 20 Athletics check if attempted with no equipment due to the ice on the rock.
- 7 A 15 feet high, 10 feet wide wall of stone runs for nearly a 100 feet. The players will need to choose one side or the other. Some of the enemies will jump down from atop this cliff while the others will flank from the side the player's did not traverse.
- 8 There is a large stone archway that extends over the party's path when they are attacked. Loud noise and vibrations will cause large blocks of snow and large icicles to drop onto the creatures below.
- 9 The combat takes place on the side of a long, fairly steep hill. Whenever a creature is pushed or knocked prone, it must succeed on a DC 13 Dexterity saving throw or slide $1d4 \times 10$ feet down the hill.
- 10 A large chasm splits the battlefield in two. It is over 100 feet long and 15 feet across, but fortunately there is a large tree that has fallen over the gap and allows for crossings to occur, though they will need to succeed on a DC 10 Acrobatics check to do so successfully. Otherwise, they slide down into the chasm and take $6d6$ fall damage.

COAST RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 The party finds message in a bottle washed up upon the shore. Within is a plea from a shipwrecked crew that are stranded on a nearby island. If the party takes the time to rescue them, they are greatly rewarded.

3 An obvious trail of shells leads from the beach off into the nearby forest. This trail continues for nearly a mile before finally coming to a tiny pool of water. At the center of this pool is a faintly glowing spiral fossil that is nearly a foot in diameter. There are legends of such a fossil awakening an ancient sea creature that only appears to those who are worthy when they are in need.

4 A beautiful bird of paradise soars overhead and lands on a nearby tree. This bird performs an elaborate dance that sends off sparks of electricity. This bird has been gifted by the spark of a sorcerer and if shown a display of lightning will follow the party as a new companion.

5 Hard Monster Encounter

6 A massive sea turtle rests in the center of the beach, smashing itself against a nearby rocky outcropping. There is a harpoon pierced through the turtle's shell that it is clearly trying to remove. It will lash out at players that come close, but if they persist and help the turtle it will shake off the damaged portion of its shell. It falls to the ground and immediately turns to pearl. This shell fragment is worth a large quantity of gold.

7 The party spots a bullywug scavenging the shores for "valuable" objects to prove its immense wealth. Upon seeing the players, it will attempt to trade the players for any shiny objects they are wearing. If the players refuse, he will run away to alert his tribe.

8 The party finds a portion of land that only becomes exposed at low tide. It extends hundreds of feet out into the ocean via a ten foot wide path completely surrounded by water. At the end of this path is a 30 foot wide circle of sand with a trident impaled at the center. It is a magical trident and removing it from its location causes the pathway to immediately collapse with the party far from shore.

9 Hard Monster Encounter

10 There is a small fishing village along the coast. When the party arrives they see that some people are acting strange - they speak monotone, don't laugh or understand sarcasm, and seem to always be slowly moving their arms for no reason. These strange people have a parasitic leech latched onto their neck which is hidden by a thick seaweed "scarf". Reward the party with fishing supplies, rations, and gratitude if they can help free these people.

d20 Encounter

11 Your players come up on a gigantic conch shell, standing at nearly fifteen feet tall. There is a campfire out front and decorations throughout the area - clearly someone lives here but they are not home at the moment. It actually belongs to a hag and if the party takes any of her property she will hunt them down and curse the items they took.

12 The players find a massive sand castle constructed on the beach. It is 15 feet wide and 10 feet high and is decorated with seashells and polished stones. If the party waits here the creator returns, a young boy whose family lives nearby. He builds the castle to escape from his abusive parents.

13 Hard Monster Encounter

14 Washed up on the shore is a stranded whale. It is still alive but cannot make its way back to the ocean. If the players can find a way to help the whale back to the water, it fires a geyser of water into the air and causes light rain to begin to fall in the entire area. As long as your players are in this rain, they are under the effects of the *Bless* spell.

15 On this day, a rather powerful storm rolls through the area. Massive waves crash against the shore at regular intervals, but when one of these waves recedes there is a strange book left sitting in the sand. The party must move quickly to retrieve this book or it is swept back into the ocean. Fill this book with interesting lore or a quest hook.

16 As the party moves through this area, they begin to see evidence of multiple shipwrecks. The shores are filled with scrap wood and cloth from destroyed ships and the remnants of some of these ships are still visible further out. There is a Crabstrosity nearby (See *Nerzugal's Game Master Toolkit* for details of this terrifying monstrosity.)

17 Hard Monster Encounter

18 A friendly sea lion begins to follow the party around, mocking their movements and occasionally splashing them with water before bolting back to the ocean. If the party gives the sea lion food, he will stick by their side until they leave the coast. While the sea lion is around, it will warn the party of danger when it approaches.

19 On the side of a rock near the beach someone has drawn out a rough map of the area. There is a large red X drawn off in a cove and next to it are the words - BEWARE: Betsy, The Saber-Toothed Catfish.

20 The party finds a grove of coconut trees that are growing out of the shallow waters of the sea. Some of these trees lean far over, weighed down from the immense number of coconuts each of them seems to hold. These coconuts have soaked up some of the natural energies of the ocean and drinking the water from one of them grants the ability to breath underwater for a short time. These trees are unfortunately surrounded by a large pack of electric eels.

COAST COMBAT CONSIDERATIONS

d10 Coast Combat Considerations

- 1 There are a few hidden traps lying along the beach. These are basic pitfall traps with no spikes at the bottom. A creature falling into the pit takes 1d6 damage and falls prone. A trapped creature must succeed on a DC 13 Strength (Athletics) check to pull themselves out of the pit without assistance.
- 2 On the second round of combat, a particularly powerful set of waves rolls in as a result of a far off storm. Any creature within 15 feet of the waters edge must succeed on a DC 13 Strength saving throw or be knocked prone and pushed to the edge of the wave's reach.
- 3 This portion of the beach is covered in large pieces of driftwood. Enemies will use this for cover and as a place from which they can launch an ambush. Hanging from the end of one of these pieces of wood is a large fishing net that seems to be in fairly good shape.
- 4 A river delta is the location of this combat. The party must cross a series of short outlets to the sea - not very deep but roughly 15 feet across. Moving through these is considered difficult terrain and aquatic creatures may lurk in these waters awaiting prey.
- 5 A few large palm trees hang out over the water at extreme angles. A rope swing is attached to one of them and a hammock to another. A third tree has a few dead bodies hanging from it with bloodied weapons still laying on the ground nearby.

d10 Coast Combat Considerations

- 6 Large rocks are scattered across the beach. These serve as excellent cover for both the players and the enemy. They are small enough that a creature can scramble atop one fairly easily.
- 7 There are many incredibly sharp seashells scattered in clusters across this portion of the beach. If a creature moves across these seashells, they take 1 piercing damage for every 5 feet of movement expended.
- 8 An entire school of jellyfish seems to have been washed ashore by a recent storm. Much of the battlefield is littered with their bodies. Stepping anywhere near these results in 1d4 lightning damage.
- 9 During the encounter, half of the enemies join in after two rounds - approaching from the ocean. These creatures may not be friendly towards the other attackers. Make this encounter one difficulty rating harder than listed to make up for the delayed attack.
- 10 The supplies from a ship have washed up on shore in this area. This includes casks of ale as well as large containers of oil that are highly flammable and will explode if hit by a fire spell or torch. There are also some spare weapons lying in the sand, but they are a bit rusted.

DESERT RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 The party finds a field of cacti that extends for miles in every direction. Going around will delay travel greatly, but going through makes any additional encounters much more difficult to maneuver. Some of the larger cacti at the center are aggressive and will lash out at nearby creatures, but they guard an ancient treasure.

3 The party finds a huge funnel of sand in the center of their path. There is sand constantly dripping into a ten foot wide hole at its center, but it disappears into darkness and out of sight. If players drop down, they will land on a large pile of sand in a sandstone cavern filled that was once a hideout for bandits (or perhaps still is!).

4 The party finds a set of massive bones jutting out of the desert. They look to have belongs to some sort of monstrous creature that has been dead for some time. The rib bones are covered in paint from local creatures that worship the remains. Harvesting some of the bone can be used to make armor or potions. This will upset the creatures that worship it.

5 Hard Monster Encounter

6 The party comes across a portion of the desert that is perfectly flat for many miles. Far in the distance, they spot a figure shrouded in black. Sometimes it appears to grow closer, other times it shrinks to only a tiny spec, but it is always there. If they move towards this mysterious object for at least two hours, they find a cloak hanging off of a dead tree. Wrapped in the pocket is a note that reads: "I'm going to die in this hell."

7 The party comes across a sign out in the middle of the desert that simply reads, "If you can get it, it's yours" Just beyond this sign is a rather large, jagged area of rock that is roughly 200 feet across. Sitting at the center of these rocks, half-buried in sand, is a chest with a magic item of your choice inside. Seems easy enough, except under each of those rocks is an entire family of snakes. The party must fight, distract, frighten, or magic their way to the center.

8 The party comes across a giant lizard laying out on a warm stone soaking up the sunlight. This lizard also has two heads which is certainly abnormal. This lizard is much smarter than ordinary lizards and could be used as a party pet or sold to a collector of exotic animals for a high price, but of course only if it is captured alive.

9 Hard Monster Encounter

10 The party comes across an abandoned village crafted primarily of red clay. It contains a dozen buildings and can be used to provide some respite from the heat. One of these homes is much nicer than the others. Successful Intelligence (Investigation) checks within the home reveals a secret underground passageway. Fill this passageway and any connected chambers with world history, additional quest hooks, and perhaps some treasure.

d20 Encounter

11 The party comes across a massive portion of stone that juts out of the desert. It is roughly 100 feet high and at the top is a gargantuan bird nest. Within this nest are three Roc eggs. These are known to be incredibly valuable... but mother will not be happy.

12 The party finds a herd of camels (4d6 total). Wisdom (Animal Handling) checks can turn these creatures into mounts if the party does not already have them. Otherwise, they can be captured and sold, killed for their meat, or left alone to go about their way in the desert.

13 Hard Monster Encounter

14 The party finds a field of intricate stone carvings of various desert creatures and even a few humans. The humans are all reeling in terror. Success on a DC 13 Intelligence (Nature) check reveals this is likely the work of a basilisk, but a fail and that character will think there must be a gifted sculptor living nearby in the desert.

15 The party comes across a twelve foot diameter, perfectly round stone. Upon it are strange runic symbols and some blood stains. The corpses of desert creatures lie on the ground nearby. An Intelligence (Arcana) check reveals this was used to summon some sort of demon or devil rather recently.

16 A powerful rainstorm rolls through the area. It is an unending torrent for a full twenty-four hours. During the storm, any sand-covered areas are considered difficult terrain, powerful rivers form and black pathways, visibility is impossible past 15 feet, and subterranean creatures swarm to the surface.

17 Hard Monster Encounter

18 The party finds a field of massive flowers. The field itself is quite small, but each of these flower's petals are four feet in diameter. They are solid black with accents of purple and give off the aroma of a rotting corpse. The bulb at the center of these plants is filled with a potent poison and touching any of the petals causes awful pain (necrotic damage appropriate for your party's level) and paralysis on a failed DC 13 Constitution saving throw.

19 The party finds an abandoned village with just over a dozen tents setup. The winds of the desert have worn down the shelters a bit, but it makes for a good place to get some rest from the hot sun. In one of these tents is a skeleton clutching a note that reads, "It was my fault. I didn't mean to release it. It hungers."

20 The party comes across a lush oasis just as the sun is at its highest in the sky. The pool of water here is crystal clear and ice cold. The trees flourish here and fruit even grows on them. It seems too good to be true. Sitting in the sand near the edge of the pool of water is a solid gold lamp with traces of magic lingering. Within it is the trapped spirit of a djinn. If the party can complete an elaborate quest and free the djinn from this lamp, it will grant them a single wish.

DESERT COMBAT CONSIDERATIONS

d10 Desert Combat Considerations

- 1 Surprise your players with a pair of rattlesnakes hidden beneath a small cluster of rocks at the center of the battlefield.
- 2 A few massive spires of stone jut out of the desert. These spires are connected by rope bridges built from villagers who lived here long ago. These bridges are fifteen feet above the ground. The enemies could ambush from up here or the players could use these for a high ground advantage.
- 3 The sands here shift seemingly at random. Every other round of combat on initiative count 20 (losing initiative ties), shift each creature 5 feet in a random direction. All creatures not standing on four legs or more must succeed on a DC 5 Dexterity saving throw or fall prone.
- 4 On initiative count 20 (losing initiative ties) of the first round of combat, a dust devil spins up and begins moving across the battlefield. This small twister moves 10 feet in a straight line on initiative count 20 (losing initiative ties) of each subsequent round of combat. The area within 10 feet of the dust devil is considered difficult terrain, is heavily obscured, and causes all projectile attacks that would pass through it to be made with disadvantage.
- 5 The area is obscured with many large, flat rocks. These can be used as cover or stood upon, but are incredibly hot and can even burn someone if they stand on one for too long.

d10 Desert Combat Considerations

- 6 A few particularly large cacti are scattered across the battlefield. They are quite soft and can be sliced in twain with one attack from a slashing weapon, causing them to potentially fall on anyone standing nearby. Enemies know this!
- 7 A group of vultures circle overhead. As soon as any creature is killed or knocked unconscious, these birds will swoop in for the free meal. On initiative count 20 (losing initiative ties) they move and any creature lying on the ground that they attack immediately fails one death saving throw.
- 8 The party must make a group Wisdom (Perception) check with a DC against the enemy's Dexterity (Stealth) check. The enemies burst from beneath the sands as they attack, getting a surprise round if they had a high enough stealth roll. There are small holes scattered throughout the battlefield which creatures can easily fall into if they are not careful.
- 9 The battle takes place at the pinnacle of a rather steep sand dune. If a creature is pushed while on one of these slopes, it must succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or roll $1d6 \times 5$ feet down the side of the dune.
- 10 There is the abandoned shell of a gigantic turtle in the middle of the desert. It is nearly twenty feet across and all but indestructible. The shell is hollow with entrances roughly four feet high where its legs and head once protruded. Enemies await inside for their ambush.

FOREST RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 Your party finds a smouldering campfire and evidence that someone was here recently. Wisdom (Survival) checks can track footprints from this location to another adventuring group. They have information about local towns and rumors of nearby quests.

3 Your party can smell a pleasant aroma wafting up into the air. Shortly after there is smoke seen pouring up into the sky. Following this smoke leads to a small house miles away from the nearest village. This house belongs to an old alchemist who can make potions for the party from monster parts or rare plants they have collected.

4 Your party hears some light sobbing coming from just off the pathway. Investigating the source leads them to a man curled up next to a log crying. He is covered in blood and his clothes are tattered and ruined. He is a lycanthrope (whichever kind you'd like) and lost control of himself last night. He is afraid of whom he may have hurt.

5 Hard Monster Encounter

6 A group of faerie dragons begin following the party and playing pranks on them from a distance while remaining invisible. This is mostly harmless, such as making illusory obstacles in the path or snuffing out torches. They are friendly and will even lead the party to a nearby cavern filled with treasure if they treat the dragons well. Unfortunately, that nearby cave is inhabited by goblins/gnolls/orcs (whichever is appropriate to the area and your party's level).

7 As the party walks through the woods they see a pool of tar in the middle of their path. It is nearly ten feet wide and bubbling. Inhaling the air anywhere near the pit makes someone dizzy and susceptible to horrific illusions if they fail a DC 13 Constitution saving throw. This is the early attempts of a demon or devil to pierce into this world. The pit will beckon forth creatures with telepathy and if they approach a tentacle will burst out and attempt to pull them into the pit.

8 The party finds an old man leaning against a tree playing a lute. His long beard is mixed with leaves and moss grows on his clothing. He calls himself the Keeper of this Forest and when he strums his lute the birds match his notes. He will give them a cryptic warning and/or a clue about the journey that lies ahead before bursting into a spiral of leaves and drifting away.

9 Hard Monster Encounter

10 The party finds a metal can sitting near the side of the road with a string attached to the backside of it. This string weaves through the forest for what seems like an eternity. If they hold their ear up to the can, a voice starts to speak to them. The voice demands a tribute of wealth be placed in a nearby chest or they will cut down in their sleep by spirits of the dead. In reality, it is an elaborate ruse by a group of bandits.

d20 Encounter

11 The party meets a caravan of traders on the road. They carry some exotic goods that your players may be interested in. Try to think of items relevant to their backstories - a memento of their hometown, a specialty weapon, or simply an interesting trinket.

12 The road passes straight through an old orcish encampment. It has been abandoned (perhaps) for some years, but there are still many wooden signs out front warning of danger. If the party goes within the walls, they find evidence of a group having stayed here recently. It is impossible to tell their race or intent, but there is a trail leading from the village and deeper into the woods.

13 Hard Monster Encounter

14 The party finds an incredibly intricate treehouse out in the woods. It is forty feet up a tree with no discernible way to reach it as there are no branches anywhere near the base of the tree. If they get a bit closer, they find a rope ladder sprawled out on the ground with the skeleton of a humanoid nearby. There is a beautiful ring with a family crest engraved upon it on the skeleton's finger. Up in the tree is a note, "The rope broke and I can't get down... I am going to have to jump. If I don't make it, take my ring to my mother, Alesha Traphex."

15 The party finds initials carved into a large tree. The first name is that of one of the local kings or queens (along with a recognizable family crest) while the second is one they don't recognize. Some deeper investigation reveals that there was a childhood romance that was destroyed because of politics. The party can help to reunite the long separated lovers.

16 The party finds a rabbit with its foot stuck in a trap. If they free the rabbit it transforms into a druid. He was testing them to see if they were kind souls, and if they pass the test he offers them a golden leaf. If this leaf is torn in half, he will come to their side (no matter where they are) and aid them in their endeavors for one hour.

17 Hard Monster Encounter

18 The party finds a strange stone well out in the woods. It is crumbling around the edges but still in tact. It seems to have a strange aura about it. If they get close, they can hear what sounds like a child crying down in the well, but it is cast in complete darkness. Some demonic force is luring creatures to their doom within.

19 The party spots a massive pit off the side of the road with a sign out front that reads, "FREE FUD" with an arrow pointing down. This pit is fifteen feet deep and filled with spikes. This "trap" is clearly ogre in nature. There is a tribe nearby that has recently begun harassing local villages.

20 At night a dragon squirrel begins raiding the party's money, making Dexterity (Stealth) checks against the passive Perception of whomever the party has on watch. It hoards their money in the side of a tree where ordinary squirrels might keep food for winter. If the party can track the dragon squirrel with Wisdom (Survival) checks they can find even more wealth than what they lost... if they can disable the "dangerous" beast.

FOREST COMBAT CONSIDERATIONS

d10 Forest Combat Considerations

- 1 Thick thorn bushes divide the battleground into three distinct sections. These bushes are five feet thick and tall. Moving through them requires 10 feet of movement and causes 1d4 piercing damage.
- 2 There is a large pool of water in the middle of the battlefield that turns into a stream on one side. This pond is 20 feet wide but the stream is only 5 feet across. Both are shallow enough to wade through, but it is considered difficult terrain to do so.
- 3 The trees above this portion of the forest are particularly dense and the area is cast in dim light. Because of this, many plants cannot survive on the ground level and they crunch loudly underfoot. All Dexterity (Stealth) checks are made at disadvantage in this area.
- 4 There is a large tree near where the combat begins that looks as if it could fall over at any moment. A player can attempt to knock this tree over, making a check appropriate to their method to see if they succeed. On a successful check, any creature in the tree's path must succeed on a DC 13 Dexterity saving throw or take 5d8 bludgeoning damage and become restrained as the tree lands on them. A trapped creature must use their action and succeed on a DC 15 Strength (Athletics) check to struggle out from under the tree.
- 5 A large hollowed log, ten feet in diameter and forty feet long, runs down the center of the battlefield. The only entry points are on either end, but there are a few portions along the edges that are rotted away enough to allow projectiles to pass through unimpeded. A creature can smash through the side of the fallen tree by succeeding on a DC 13 Strength (Athletics) check or dealing at least 10 damage to it in a single round.

d10 Forest Combat Considerations

- 6 One of the creatures attacking the party throws a torch on the first round of combat. This causes the dry leaves at the party's feet to go ablaze. The fire spreads rapidly if it is not dealt with immediately.
- 7 A wild beast is watching from the trees and decides to enter the fray as soon as the first creature is killed or knocked unconscious. Adjust the difficulty of the encounter to be a bit harder to make up for the delayed entry of this beast.
- 8 This portion of the forest is incredibly dense. Trees are so tightly packed together that vision is completely blocked past 15 feet. The enemy will weave between these thick trees to keep the players on edge and to try to force them to split up and be picked off one at a time.
- 9 This forest is still lined with various traps from local trappers. Scattered across the battlefield are 2 bear traps, a large snare trap, and a disguised pitfall trap. Any and all of these can be used by the players or by their enemies. If you wish to make things even more exciting, have a vicious animal trapped at the bottom of the pitfall trap that will attack anyone who is unlucky enough to stumble down.
- 10 Whenever a creature is killed in this part of the forest, it is immediately consumed by the flora. Grass, mushrooms, vines, roots, and all other similar plantlife move at highly unnatural rates to wrap their body and pull it into the ground. Whenever this happens, all ground within 5 feet of the corpse is considered difficult terrain from the newly overgrown plants. A creature absorbed by the forest in such a way cannot be revived by normal means.

JUNGLE RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 A set of vines seem to slither across the jungle floor as if it were a snake. If a player cuts the vine, it will recoil in pain and attempt to slither away. Following this vine back to its source, they find a massive ancient tree that towers above the others and pierces through the canopy into the sky above. Druids or other such classes can commune with the tree for knowledge and climbing it can reveal their location with more detail.

3 A set of eight-foot tall stone heads stand out in a clearing. There are arranged in a hexagon pattern, each spaced twenty feet apart and looking in a random direction. There are six in total and their eyes are gemstones that represent the primary and secondary colors. Each of these statues has a rotating base. Let your party solve this "puzzle" until they come up with a "solution", at which point a map on a stone tablet rises out of the ground at the center of these statues.

4 The party finds a ravine in the jungle that goes down a hundred feet into pure darkness. Many vines have crept over the edge and can be used to help in the party's descent. At the bottom of this ravine is exotic flora that can only survive in the rainforest climate and in total darkness. These can be used to make interesting potions. Creatures that venture down here and eat these plants may also experience strange effects that could indicate to the party what these plants do.

5 Hard Monster Encounter

6 The party comes across a beautiful river that is filled to the brim with wildlife and plantlife. As it continues, the water begins to flow faster until finally ending in a 70 foot tall waterfall. At the bottom of the waterfall is a swimming area, but in the mud off to the side of this pool of water are markings of something hastily scrambling out of the water and clearly injured.

7 The party finds a sloth clutching to the side of a tree. As they move past it watches them with great curiosity before holding out a claw to the party. The party can approach the sloth and take it as a pet, though it will be useless in any sort of combat encounter.

8 The party comes up on a machete embedded deep in a petrified tree. Along the blade of this rune is a quote written in Elven, "Only the true lord of the forest can remove this blade." It is impossible for anyone to pull this weapon from the tree or to chop the tree down, even through magical means. The party must perform a heroic feat to save this forest from a deadly threat to be deemed worthy, at which point they will receive this legendary weapon.

9 Hard Monster Encounter

10 The path suddenly becomes void of all plant life except for a cluster of scattered leaves. If the leader of the party has a passive Perception of 15 or higher they notice this anomaly, otherwise they walk straight into a pit of quicksand. The party must band together to save themselves. Have them make checks appropriate to their method of rescue.

d20 Encounter

11 The party comes across two trees that are twisted together and spiral up into the canopy. This strange combination of trees grows a strange purple fruit roughly the size of an apple. The only way to get the fruit is to climb this tree 60 feet up. This fruit which is very sweet and will give sustenance for a full day if eaten. These fruit go bad after 1d6 days.

12 The party finds an elaborate carving in the side of a tree just off the main path. It shows a pathway through the jungle and at the end is an X labeled - "Treasure". Next to it is another note that reads "Not actually treasure." If the party follows the map, they find a bandit camp.

13 Hard Monster Encounter

14 A powerful rainstorm hits the jungle. Water pours down off of leaves in the canopy in huge streams and causes the lower grounds to flood. Subterranean animals and insects swarm to the surface which also causes the predators to go on the hunt. All visibility during the storm is lightly obscured so it may be difficult to notice a tiger sneaking up behind them.

15 The party is berated with insults by a parrot that escaped its owner. It will call them idiots and in the heat of battle will mock their outfits and battle tactics. If the party ever attacks the parrot it will swiftly fly away with a cackle.

16 The party finds a set of footprints that leads off the path and deeper into the jungle. If the party chooses to follow these footprints, they find a set of wooden bridges that span high up in the treetops. Around these trees are wide platforms with homes built upon them. These homes belong to a tribe of individuals that wished to leave city life behind long ago and settled out amongst the canopy. They have information on the jungle and its wildlife.

17 Hard Monster Encounter

18 Off the path sits a giant venus flytrap at least 5 feet in diameter. At the center of this plant's maw is a massive golden orb. A DC 15 Intelligence (Nature) check reveals that this is a valuable ingredient for alchemy or gourmet cooking, but if the flytrap snaps its mouth shut, the orb will be destroyed.

19 This encounter occurs at night. The party spots dozens of tiny faces glowing in the darkness just a few inches from the ground. Closer inspection reveals these are rare Tiki Ants. They carry around small bits of wood with faces of luminescent paint drawn upon them to scare away potential predators. They are often rumored to have an inherent ability to find treasures.

20 The party spots a human walking off in the distance. If they call out or attempt to alert this figure, it takes off running into the jungle. The party can take chase and if they keep it up for ten minutes they find a home crafted into the side of a large fallen tree. The figure is famous adventurer who is said to be dead by the name of Alfred Renown (yes he was born with that name). He faked his own death because there are powerful people who want him dead and would hurt his family. If the party helps him, he will lead them to a temple that holds great wealth.

JUNGLE COMBAT CONSIDERATIONS

d10 Jungle Combat Considerations

- 1 Some of the plants in this area are just as vicious as the creatures. There is a large violet flower in the center of the battlefield. Whenever a creature moves adjacent to it for the first time, it releases spores into the air. Any creature within 5 feet of the flower must succeed on a DC 13 Constitution saving throw or become paralyzed until the end of its next turn. There is also a large black flower that does the same thing except it inflicts the poisoned status instead.
- 2 There is a dried out riverbed that runs through this area. It is ten feet deep and drops off at a steep angle. Climbing out of the riverbed requires success on a DC 8 Strength (Athletics) check. There are a few larger boulders along the edge of the riverbed that could be rolled down at any creatures that have decided to jump down or were pushed down.
- 3 There is a large pit in the center of this area. Down at the bottom is a writhing mess of vines and other plantlife. Falling down into the pit is not painful, but landing on these plants causes a creature to become grappled as they are tangled in vines. Any grappled creature must use their action to make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check, breaking free on a success. They can use some of the many vines that line the pit to climb back up to ground level.
- 4 The battle takes place at the ruins of an old temple. The walls and roof have almost completely crumbled, leaving massive slabs of stone and stairwells that spiral up to nothing or have trees growing directly through them. This allows the battle to unfold on multiple levels and makes for a great hiding place for enemies that would strike via ambush.
- 5 There are a runes scrawled on a series of perfectly square stones scattered throughout this portion of the jungle. Each of these runes are a different color and are used to enhance various schools of magic. If a creature stands on one of these stones and uses a spell that corresponds to the element shown on it, the damage for that spell is increased by 1d10 of that type.

d10 Jungle Combat Considerations

- 6 Some additional jungle wildlife lurks amongst the treetops. Large snakes may coil their way down via the vines or perhaps a giant ant stumbles across the battle and sees an opportunity. These creatures show up whenever there is an opportunity to strike, but make sure you factor in these additional enemies into the overall challenge rating of the fight.
- 7 The skies open up and powerful rainfall floods over the jungle. The water find its way down particularly large leaves and by the time it reaches the ground it is pouring in massive streams. This causes all areas of actual soil to be considered difficult terrain as it quickly becomes muddy. It also causes vision to be lightly obscured from the mist of water that splashes up all around.
- 8 This encounter takes place at night. There is a creature in this part of the jungle that has an ear piercing mating cry that it performs only in certain seasons . . . and the group happens to be passing through at just that time. Verbal communication with creatures more than 10 feet away is impossible during this fight and sleep is incredibly difficult.
- 9 This encounter takes place at night. Beautiful luminescent moths fly throughout the area, but unfortunately the light they cast is incredibly disorienting to those that can see in the dark. Creatures with darkvision make all attacks with disadvantage as long as the moths remain nearby.
- 10 This area is scattered with ancient stone pillars and carvings that provide additional cover beyond the dense trees of the jungle. Some of the carvings are still laced with traps waiting to be triggered after years of lying dormant. Stepping in front of one of these spits out a blast of strange black gas in a 15 foot cone. Each creature in this area must succeed on a DC 13 Wisdom saving throw or fall asleep for 1 minute or until they are damaged or a creature uses its action to shake them awake.

PLAINS RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 The party comes upon a skeletal graveyard of local wildlife. There are remains of hundreds if not thousands of animals that all seem to come to this one area to die. There is something that draws the animals here when their time has come. Perhaps a brave group of adventurers could find out why.

3 A wildfire breaks out and begins consuming everything in flames. The party must move quickly to stay ahead of the flames and the smoke. Many creatures and other travelers flee as well. While running, the party comes across a trader whose cart has a broken wheel. His livelihood is in the cart so he is quite stubborn to leave it behind even as the flames close in.

4 Off the side of the road is a makeshift market stall. It is far from any town and looks to be barely standing. There is a sign across the top that reads, "Gibly's Great Goods!" This trade stand belongs to a renegade goblin. He ran away from his tribe to become a merchant and has many interesting (but mostly worthless) items to trade.

5 Hard Monster Encounter

6 The party meets up with a caravan as they travel down the path. There are eight mounted guards that are all heavily armored and look to be seasoned veterans of combats. They are protecting a central wagon that clearly carries someone of great importance.

7 As the party walks across the fields, they are greeted by a curious weasel. It runs up to the party and will attempt to steal something shiny exposed on one of the party members. Even if they shoo away the weasel, it will return and attempt to steal from them again. If they give up an item to the weasel willingly, it performs a war dance in excitement. At this point, the party can make a DC 10 Wisdom (Animal Handling) check to have the weasel follow them as a companion.

8 The party finds a farmstead surrounded by multiple acres of corn and wheat. If they go visit the farmstead itself, they find roughly sixty people live here as farmhands. In addition to the corn and wheat, they also have a large barn full of cockatrice that they breed and sell to high end restaurants to make stonebroth stew.

9 Hard Monster Encounter

10 The party finds an orcish ritual site that hasn't been used in quite some time. Most avoid it because they fear any lingering magics that might still exist, which is why it hasn't been torn down yet. It turns out these orcs were trying to complete a ritual to infuse their blood with those of a demon to gain extra strength . . . and they were very close. If other orcs find out about this, they will certainly be on their way to finish the ceremony.

d20 Encounter

11 A meteor shower streaks by overhead. One of these does not burn up in the atmosphere and comes crashing into the ground nearby. A Xorn awaits inside if the party is brave enough to seek it out.

12 The party comes across a massive herd of buffalo. There are hundreds if not thousands of these creatures gathered and they block the pathway fairly effectively. If there are any sharp, loud noises made, the creatures will become terrified and begin to stampede in a random direction. The party will then have to find cover or risk being trampled.

13 Hard Monster Encounter

14 A powerful earthquake hits the area in the middle of the night. The ground does not seem to split open anywhere, but it is strong enough to wake everyone in the party. In the morning, there are ten foot tall octahedrons floating across the plains. These seem to be made of a unknown shining metal and is infused with powerful magics. Find a purpose for these - perhaps they power a force field to hold off an ancient, powerful foe or perhaps they signify the coming of some grand natural phenomenon.

15 Your party comes across a new fortress being constructed just off the road. It is still in the very early stages of being assembled, but the groundwork is complete. Talking to one of the men there, they can find out which nearby lord is in charge of the construction and perhaps the party can help them with a few pesky creatures that have been making construction difficult.

16 As the party goes on their way, they hear the sound of trumpets blasting in the distance. Not much time later a group of half a dozen ostrich-mounted gnomes come charging up. Both gnome and ostriches are heavily armored and they introduce themselves as the 3rd Flightless Cavalry of Territhstrom and ask what intruders are doing in their lands.

17 Hard Monster Encounter

18 There is a large beautiful lake that the pathway wraps around. The frogs ribbit in a unique pattern here. If the party repeats this pattern back, the water splits open and reveals a passageway to a dome under the lake. This dome is filled with the hidden texts of a wizard who died long ago. It was his personal study and gives a unique perspective of the world.

19 An area of these fields is particularly flat and seems to be constantly under assault from thunderstorms. It is known as the Lightning Steppes. Every fifty yards or so is a large metal spire that serves as a lightning rod. Signs line the way that warn against straying from the designated path. A fortress made entirely of stone that is visible off in the distance.

20 The party comes across a mysterious man in black walking down the road slowly. He has a long walking stick and a crow perched on his shoulder. He wears an eye patch over his left eye. He asks the party a series of questions and if they answer correctly he rewards them with a book that will answer one question written within it every two weeks.

PLAINS COMBAT CONSIDERATIONS

d10 Plains Combat Considerations

- 1 This portion of the plains are covered in incredibly tall grass. It is eight feet high in some patches and makes visibility incredibly limited. There are a few paths stomped through the grass, but they were not all created by friendly folk.
- 2 This field was the location of a large battle that took place long ago. There are still craters and debris from the impact of spells that tore up the landscape. A few rusted out weapons are lying in the dirt.
- 3 Scattered across this field are many holes formed by groundhogs. Whenever a creature moves at least fifteen feet on a single turn, it must make a DC 10 Dexterity saving throw. On a failed save, one of the creature's feet falls into a hole and they lose the rest of their movement for the turn. On a success, they manage to dodge the hole and continue on as usual. On a natural 1, the creature sprains its ankle and has its movement halved until finishing a short or long rest.
- 4 A small abandoned cabin sits in the middle of the field. The roof is mostly rotted away at this point, but the walls are holding up nicely. There is a stone well out front that still functions as well as a wooden fence around the property that has a few holes in it but is held up well for the most part. The enemies use all of these obstacles to their advantage as best they can.
- 5 A large river cuts through the area. Fortunately there is a nicely built stone bridge to help people cross without issue, but it also obscures vision of anything that might be lurking beneath.

d10 Plains Combat Considerations

- 6 This encounter takes place at night. Flowers bloom under the light of the full moon. They have small globes of light at their center that creates a light that seems to causes the mind to calm. All creatures in this encounter make Charisma, Intelligence, and Wisdom saving throws with advantage.
- 7 This field is filled with flowers that cause allergic reactions in almost all creatures. On initiative count 20, each creature in the combat must succeed on a DC 5 Constitution saving throw or become poisoned until the end of their next turn as they try to keep themselves from going into a sneezing fit.
- 8 In this field are stacks of perfectly round rocks that seem to serve as decoration or perhaps of markers of some sort. They are scattered every fifteen or twenty feet and stand at four to six feet tall. They can provide cover from most attacks but can also be toppled with little effort.
- 9 The skeleton of a large hydra still lies in the middle of the plains. From head to tail it is a hundred feet long, so these bones provide excellent shelter for a number of animals that now inhabit the various nooks and crannies of the remains.
- 10 There is a massive statue off in the distance dedicated to a prominent god of this world. The area in a 1 mile radius around the statue is constantly under the effect of this god's blessings. All creatures that share an alignment with the worshipped god are considered blessed while in this area.

MOUNTAINS RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 The party comes to a large rope bridge that must be crossed to continue their journey. It is not sturdy and can only hold 2 medium creatures at a time or risk collapsing and sending any creatures on the bridge into a 60 foot deep crag. As soon as the first player crosses the bridge, they are ambushed.

3 Two massive stone statues overlook the path. They are centuries old and built by a powerful empire as an attempt to intimidate any who would wish to cross into their lands. As the party crosses in front of these statues, one noticeably turns as if taking note of the party and a crow goes flying off into the distance carrying a note. This note contains information on the party's appearance and location.

4 A large shard of glowing crystal juts out of the side of the mountain, but it is up quite high on an incredibly steep incline. Players will need to use their equipment and skills to make their way up to the crystal without getting hurt. When the first player touches this crystal, that person passes out for 1d4 hours as the light of the crystal surges into their body. Have this event be significant to some grander scheme and challenge the players to find the origin of this crystal.

5 Hard Monster Encounter

6 The party finds an abandoned mine. This could belong to dwarves, orcs, or some other race. There are still bloodstains on the walls and there is an area at the back that has been sealed off. Beyond it is a powerful creature they miners awoke from the depths.

7 Party comes to a fork in the road. One path is on the map (if they have one) while the other has no indications of it existing. This new, undocumented path curves off to a large teepee where a stone giant by the name of Bol'Dur resides. He was exiled for setting free human slaves and now helps travelers in the area.

8 Party finds an injured baby goat with its mother dead nearby. There are still a few wolves feasting upon its body as the baby goat bleats for help. If the party saves this goat, it will accompany them on their journey and will refuse to leave the side of the person that first picked it up or aided it.

9 Hard Monster Encounter

10 The party finds an ancient dwarven watchtower crafted of stone and iron. This has become sort of a waypoint for travelers on this pass. Each group that passes by carves their name on the interior wall and leaves notes or warnings for those that follow. It is a cozy little safe haven but sometimes bandits will take residence here and pose as adventurers as well.

d20 Encounter

11 The party comes across The Frozen City. This was a small village in a small alcove along the side of the mountain. Years ago, after nearly a month of non-stop snow an avalanche buried the town under fifty feet of snow. It has been very slowly melting and now the tops of some of the homes are visible but none of the villagers or their goods were ever recovered.

12 Wreckage of a caravan at the bottom of a cliff. If the party makes their way down to help, they find one merchant still barely hanging on to life. There was a rock slide and took them right off the path.

13 Hard Monster Encounter

14 The party finds the body of an assassin just off the path. She has her armor torn open by a large set of talons and is missing an arm. She has gold in one pocket and a scroll in the other with an assignment - to kill a specific member of the party. Think of something the party has done that would anger a powerful NPC and put their crest or signature on this contract.

15 A withered man in tattered clothing comes running up to the party. His feet are bloodied and his eyes are set deep in the skull. He passes out at the feet of the party for 1d4 hours. When he awakes he tells them of a slave camp not too far from here. Have the slavers be a type of monster of appropriate level for your party - orcs, giants, gnolls, etc...

16 A gentle snow begins to fall on the party, only a few snowflakes every couple of seconds. A success on a DC15 Perception check reveals that these large snowflakes have images hidden on them - some faces, some homes, some rolling hills, but from a city your players know of. After a minute or two of these snowflakes, they begin to fall faster except now each snowflake has a different letter on it - H,E,L or P. The snowflakes stop as abruptly as they started.

17 Hard Monster Encounter

18 Party finds a Giant graveyard. It is quite elegant and many of the items within are likely worth a great deal of coin. Signs along the edges of the graveyard warn that a curse shall be placed on any who disturb those who have passed on. This curse could merely be a false warning or perhaps it allows a shaman amongst the giants to track those who stole from their dead - the decision is yours.

19 A powerful windstorm rocks the area. Crossing any bridges is made incredibly dangerous and rockslides could happen at any moment. At one point during the journey, a particularly fierce burst of wind sweeps over and the party will need to succeed on DC 15 Strength saving throw or be knocked prone. At the same time they hear a screech as a large eagle crashes into the stone and breaks its wing.

20 The party finds a hot spring with a mystical curative properties. Resting in this spring for just an hour gives the benefits of a long rest. Making potions using this water causes them to heal for their maximum value.

MOUNTAINS COMBAT CONSIDERATIONS

d10 Mountains Combat Considerations

- 1 The fight takes place on a narrow path along the edge of a mountain. When the enemy attacks, they cause a rockslide to fall down on the party that scattered rocks across the path and may knock creatures off the path and onto the slope of the mountain.
- 2 A series of wooden bridges splits up this area. They are sturdy, but can be cut down with bladed weapons without much effort. A creature can use its action to sabotage a bridge. On the first action, half of the bridge falls away and any creatures still on the bridge must make checks to hold on. On a second action, one half of the bridge cuts away completely and goes falling along with any creatures still holding on (though the far side will still stay attached).
- 3 On the mountain pass are some weapons fixed to the stone itself - three mounted arbalests. These were used to defend this route back when the area was populated by giants. These weapons still have a few bolts lying in nearby crates and enemies have taken over this area and are using them.
- 4 Up near the top of the mountain the path is coated with thick ice. The players will need to move especially slow or risk slipping off the path. If a player does not choose to move at half speed, they must succeed on a DC 15 Dexterity saving throw begin to slide until they collide with a solid object or have moved a distance equal to their remaining movement speed.
- 5 Near where the combat occurs is an exposed lava spout. This is pouring molten rock over a 15 foot area and deals major damage if touched by any creature.

d10 Mountains Combat Considerations

- 6 The pathway goes behind a waterfall whose source is high in the mountains. The waterfall is thirty feet wide and doesn't actually touch the path itself. There is a fence to prevent people from accidentally stumbling into it. The waterfall is quite beautiful, but if anyone is thrown into it, they are pulled off the edge and down into the water below.
- 7 When the battle begins, a disgruntled earth elemental begins hurling rocks at all members of the combat from a far off location. Have these scale in damage depending on the level of your party and have the elemental randomly choose his targets. As soon as combat stops (when one side wins), the elemental calms down and sinks back into the earth peacefully unless someone has attacked it.
- 8 The pathway is blocked by a barricade created from a destroyed wagon and boulders. The enemy may be hiding on the other side of this barricade or waiting on the high ground for someone to come along and be forced to move these objects out of the way to continue their journey.
- 9 A blood moon rises on this night, which causes some of the creatures that live on the mountain to go mad. Beasts that are ordinarily gentle and docile become highly territorial and will aggressively threaten the players. Use this opportunity to bring together a strange group of creatures to attack the party.
- 10 This combat takes place at night. Up here in the mountains, heavy fog rolls in and heavily obscures vision. The party will have to be incredibly careful with each step they take or risk tumbling over the edge of the path. Scale down the encounter difficulty to account for this, especially if the party is up against a foe that does not rely on site to detect their prey.

SWAMP RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 The party finds a series of trenches and tunnels that span over a large area. This is the location of a battleground from centuries ago, but these defenses persist. Some of them have become flooded with water, some half-filled with thick mud, and others open up into entire chambers. If the party spends time thoroughly exploring these tunnels they can stumble upon old texts or a lost weapon, though they may have to slay a soldier who refused to pass on from this life to claim it as their own.

3 The party comes across a quarter-mile wide cloud of fog that obscures their path. Creatures that move within the fog are considered blinded and lose their sense of direction almost immediately. This fog has acidic properties and staying in it for more than one minute causes pain to start to set in. Creatures take 1d4 acid damage for every additional minute they remain in the fog.

4 The party finds a strange wooden building in the woods. Going inside, it appears to be completely ordinary, like something you would expect to find in the city. Everything is in pristine condition and appears unused and is without dust. A DC 15 Intelligence (Investigation) check reveals a secret passageway that leads to a laboratory below ground. This lab contains over a dozen exotic creatures that are being held and experimented upon.

5 Hard Monster Encounter

6 The party finds the remnants of a fort that has sunk down deep into the muck. About 50% of this structure is now submerged, but that still leaves the top twenty feet exposed. Exploring this reveals that one of the towers of this fort leads down with no windows, so the lower level and all of its secrets can still be accessed.

7 The party finds a disgusting bog. There are small huts constructed on stilts out in the middle of this muck. As the party moves past these houses, they spot a beak and black eyes staring out at them from inside one of these. This is a Kenku village.

8 The party finds an incredibly large, dead tree. It is nearly fifteen feet in diameter and has a makeshift doorway rotted into the side of it, but beyond this doorway is total darkness. Within this tree are runes scrawled along the wall as part of a ritual. It also contains the skeletal remains of three humanoids. A successful Intelligence (History / Arcana) check reveals this to be the work of a hag or coven of hags.

9 Hard Monster Encounter

10 The party encounters an area covered in large bulbous plants. If anyone gets near these plants, they explode and shoot a tar-like substance in a 10-foot radius. This makes anyone affected incredibly sticky and is nearly impossible to remove. Coming in contact with something solid such as a tree or a boulder (or even a monster) requires a DC 15 Strength (Athletics) check to pull free.

d20 Encounter

11 The party comes across the Fin, Fur, and Fungus Trading Post out in the swamp. It is owned by a strange man named Barnulbus Figley who has few teeth left and smells awful. He has many jars filled with mysterious "curative" sludges that he will attempt to sell to the party.

12 A tangled mass of thick, black thorns block the path. It is 30-feet thick and spans for nearly a mile in each direction. The party can either take the extra time to go around or cut their way through, incurring damage from the thorns if they are not careful. Dexterity (Sleight of Hand) checks may be required.

13 Hard Monster Encounter

14 Party starts to find lanterns crafted from bones of swamp creatures hanging from the trees. They seem to converge towards a singular location - an altar sitting up on a mound of mud. Black candles still burn at this altar. This altar is run by a group of swamp-dwelling acolytes who worship a demon of filth.

15 The party finds a large lake with black water. A small wooden boat is tied up at the shore but can carry no more than two medium sized creatures at a time. At the center of the lake is an island with a graveyard. Killing the undead that guard the graves allows the party to access a decorated tomb that contains a magic item belonging to the deceased. Consider making this item sentient or cursed.

16 The party is assaulted by a seemingly endless number of gnats and mosquitos for 2d6 hours. Leaving skin exposed during this time will result in 1d4 necrotic damage per hour. Wisdom (Survival) or Intelligence (Nature) checks can help find ways to prevent these bites.

17 Hard Monster Encounter

18 There is a glowing light emanating from the center of a medium sized pool of water. It is twenty feet deep at the center and fifty feet wide. Resting on the bottom is a magical item that was once locked away in a chest, but that chest has withered away. This water serves as an antimagic field. When someone takes the item, they are immediately blinded and deafened until they leave the water. Give this magic item some historical significance.

19 The party finds a shack just off the path. The sounds of frogs fills the air and is almost deafening. This building is Randy "Ribbit" Gorholt's Frog Farm. Quite a strange fellow. He breeds thousands of frogs and sells them off to make frog legs or various stews. He has been having trouble with strange creatures coming out at night and gouging out the eyes of his frog.

20 The party comes across a gigantic crocodile skull - six feet tall and over twenty feet long. This is now the home of a maverick lizardfolk shaman who calls himself Zalzanazek. He speaks Common quite well and is excited to see the party. He will invite them in so he can read his Bones of Foretelling and predict their future. Use this to drop new plot threads into your world and give your players an advantage in a later encounter.

SWAMP COMBAT CONSIDERATIONS

d10 Swamp Combat Considerations

- 1 Whenever the enemy dies, a strange dark ooze crawls over to them on the next turn. This ooze takes control of the body and reanimates it. The creature is returned to maximum health and deals half of its damage as necrotic (rounded down) rather than its normal damage type. Once an infested creature has been killed, it will no longer reanimate. Scale down the difficulty of the encounter to factor this effect in.
- 2 Natural gas vents are scattered about the area. Any creature that moves within 5 feet of one of these vents must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its turn. A creature that holds its breath while standing near one of these vents has advantage on the saving throw.
- 3 There is particularly thick mud in this portion of the swamp. The area is considered difficult terrain. If a creature weighs at least 100 pounds and does not move 2 turns in a row, it begins to sink into the muck. That creature must succeed on a DC 13 Strength saving throw or become grappled. A creature trapped this way can use its action to repeat this saving throw, freeing itself on a success.
- 4 This area is covered in strange shrines. Some of these are woven shapes hanging from the trees, some are decorated stones, and others are strange carvings into the trees themselves. All spells cast in this area have half of its damage converted to necrotic damage and all healing spells are only half as potent.
- 5 Narrow wooden bridges weave a path across a large bog. The party can go around, but it would add a significant time to their journey. As they walk across these bridges, enemies leap from the waters below and attempt to pull victims into the water and drown them.

d10 Swamp Combat Considerations

- 6 The enemies have particularly sticky armor and/or fur. Whenever these creatures are hit by a melee weapon attack, the wielder of the weapon must succeed on a DC 10 Strength (Athletics) check or have their weapon become stuck to the target. A creature can use its action to repeat this saving throw, breaking the weapon free on a success. Scale down the encounters difficulty slightly to make up for this added benefit for the enemy.
- 7 There is a massive tree that appears to be rotted to the core, but somehow still stands tall and strong. This tree will lash out at any creature that comes within 20 feet of it and isn't undead. These lashes attacks occur on initiative count 20 (losing initiative ties). These attacks are made at a +4 to hit and deal 2d4 slashing damage.
- 8 Near where combat occurs is a strange green bonfire that burns endlessly. Enemies of the swamp seem to fear it and will keep their distance, but will not give up the opportunity to jump at a group of creatures that move in to investigate. Creatures of the swamp have disadvantage on all attacks made while within 10 feet of the bonfire.
- 9 Some of the nearby plants release a strange orange vapor into the air. This vapor is incredibly flammable and will explode if exposed to open flame of any sort, dealing 2d4 fire damage to all creatures within 10 feet. A DC 15 Intelligence (Nature) check will reveal the special properties of these vapors.
- 10 This portion of the swamp is covered in giant lily pads. If a creature spends at least 2 turns standing on one of these lily pads, it sinks into the waters below and never returns. Enemies may use this to their advantage to make the available high ground smaller and more sparse for the players.

HIGH SEAS RANDOM ENCOUNTERS

d20 Encounter

1 Deadly Monster Encounter

2 One of the crew members spots a nearby ship that is actively sinking. The captain is willing to help but doesn't think their boat will be able to handle all of the additional passengers . . . so some of them will have to be left behind with the hope that another ship arrives in time to save them.

3 The captain suggests a day of deep sea fishing as this area is normally great for catching tuna and other delicious fish. One of the party members fishing manages to get quite the bite. It seems to fight back with incredible ferocity - greater than that of most fish, but when they finally pull it up out of the water it is simply a small black chest. It is magically sealed, but there is an inscription around the outside giving clues as to how it could be opened.

4 The party finds a stowaway hidden on the ship. Perhaps they are a wanted criminal trying to get away from the city. Perhaps they were too poor to afford the cost of the ship ride but desperately needed to get to the destination to help someone close to them. Make this a role-playing opportunity for the party as the captain will certainly throw this uninvited passenger overboard.

5 Hard Monster Encounter

6 There is an island not ordinarily on the route. Either this island has somehow spontaneously appeared or they have drifted far off the planned route. It turns out this is indeed a newly formed island from an oceanic volcanic eruption and it has stirred up both new treasures and new monstrosities.

7 One of the crew members is incredibly racist towards one of the party members (preferably this crewman is human and is targeting a non-human player). Things get heated at dinner after a few too many glasses of rum when he goes on a rant that leaves everyone feeling uncomfortable and on edge.

8 A merfolk trader named Leira appears and offers to bargain with the passengers of the ship for various magical weapons and armor that have been lost to the seas over the years. She will take gold but is also fascinated by simple works of art such as statues, gaming sets, and even silverware. She keeps her goods on the bottom of the ocean to prevent thievery from anyone who might attempt to attack her and take her goods.

9 Hard Monster Encounter

10 A deadly storm rolls in causing massive waves to crash against the ship. The party must spend most of the day helping to bail water off of the ship and repair any damages incurred. Have the players make skill checks depending on how they help. Too many failures will result in the ship capsizing. If they manage to keep the ship afloat, everyone will need to succeed on a DC 10 Constitution saving throw or gain a level of exhaustion.

d20 Encounter

11 This encounter occurs at night. There is a spire of stone near this area that all of the captains use as a marker for their location. Tonight there seems to be a bright white light emanating from the top of the spire. If the party goes to investigate they find a large glowing white egg covered in small spikes. What creature it belongs to remains to be seen.

12 This encounter occurs at night. One of the party members or crew members notices something strange about the water - portions of it appear to be blood red in the moonlight. This is an adaptation of a particular type of fish to scare away fisherman . . . but as it turns out the scales of these fish are incredibly valuable because of this mutation.

13 Hard Monster Encounter

14 One of the crew members spots a child floating on a large slab of wood out in the middle of the ocean. The child is on the verge of death and remembers little of what happened except that there was a terrifying sea creature involved and a lot of screaming.

15 The party overhears talk of mutiny from one of the crew members, talking about how unfairly the captain pays them for their work. It seems to be picking up traction among the crew members. The party can tell the captain, aid in the mutiny, or simply let things play out without involvement.

16 One of the party members finds a hidden compartment on the lower level of the ship filled with contraband - perhaps exotic creatures, a deadly poison, or forbidden books. They can take this to the authorities, use it to exploit the captain, or perhaps simply pretend they never saw anything.

17 Hard Monster Encounter

18 The ship is approached by another ship at a rapid and aggressive pace. The captain has suspicions and tells everyone to be at the ready. This new ship is a pirate vessel and they demand a tribute to allow the party's boat to pass through this area unharmed.

19 A large flock of seagulls lands in the ship and seems to refuse to leave. No matter how much the crew members try to get the birds to leave they come back in greater and greater forces until nearly the entire ship is covered. This is typically seen as a bad omen of things to come on shore - the birds know there is going to be disaster so they remain at sea as long as possible.

20 A massive sea slug seems to have latched onto the side of the ship, the largest any of the crew has ever seen. It is so large that it is actually tilting the ship and sending it off course. The crew will need to band together to take care of these seemingly mindless beast before it causes the ship to capsize.

HIGH SEAS COMBAT CONSIDERATIONS

d10 High Seas Combat Considerations

- 1 The ship is affected by particularly rough waters on this day. Twenty foot high waves cause the ship to sway wildly. Every two turns, the orientation of the ship is shifted by 90 degrees and any creature knocked prone will slide to the low side of the boat. During this time, all Dexterity saving throws are made with disadvantage since it is so difficult to maintain footing.
- 2 One of the NPC crew members is knocked overboard on one of the first turns of combat. He is heavily injured and will be beyond saving if someone does not get to him within 3 rounds.
- 3 The creatures that attack have strange parasitic worms attached to them that seem to be controlling their actions. Their movements are erratic and often nonsensical. They may attack random walls or crates on deck instead of enemies because of this lack of thought. Scale the encounter up in difficulty a bit to account for these lost actions.
- 4 There is a heavy fog on the sea today. Visibility is heavily obscured, but sound still travels freely. A boat approaches from out of the fog but it is impossible to spot until the last moment.
- 5 The creatures that attack the ship seem to have a specific goal of destroying the ship's sail in hopes of stranding the boat out in the middle of the ocean. Enemies will take attacks of opportunities just to be able to move closer and tear at the sail. An attack against the ship's sail is an automatic hit and if it is dealt at least $(10 \times \text{party's average level})$ damage, the crew will need to mend it before they can continue on their way.

d10 High Seas Combat Considerations

- 6 The creatures that attack the ship come equipped with Urchin Bombs. These creatures can use an action to throw these bombs and deal area of effect piercing and poison damage. Have the damage of these bombs scale depending on your party's level. At higher levels have them also give a chance to inflict the poisoned status.
- 7 In addition to the creatures attacking the ship, there is a large shark circling in the waters below. Anyone thrown from the ship will be immediately attacked by this powerful beast.
- 8 The combat takes place at night. The creatures stealthily crawl up the side of the boat and hope for a surprise round of combat up on deck. This will hopefully catch some of the players unarmored and unprepared. Scale down the difficulty of the encounter to account for this.
- 9 Combat initiates on two floors. The enemy manages to break a hole in the bottom of the ship and come through on the lower deck while others jump up over the side of the ship. The creatures below will need to be dispatched quickly and the hole repaired or the ship will sink, but the creatures up top may kill the crew if they are not protected. Force the party to split up to save the day.
- 10 The combat begins when an abnormally large wave strikes the ship. It nearly takes the boat under and completely covers the deck in water. Anyone on the deck will need to take hold and succeed on a DC 13 Strength saving throw or be tossed across the deck and be dealt $2d4$ bludgeoning damage and knocked prone. After the wave has struck, the enemy creatures are standing on deck and combat begins immediately.

CITY RANDOM ENCOUNTERS

d20 Encounter

- 1 A thief attempts to snag a few coins from one of the party members. Have the thief make a Dexterity (Stealth) check at a +5 bonus against the targeted player's passive Perception. On a success, the thief steals 3d4 gold from that player. On a failure, the player spots the thief going for their coins.
- 2 A nearby building erupts into flames. When the party moves to investigate it, a sorcerer comes stumbling out covered in burn marks before collapsing to the ground. This was the result of a deadly wild magic surge and there are still people still inside the building that need help.
- 3 The party spots a young child who looks to be living in squalor steal a piece of bread from a baker's cart. The child looks at them with large, fearful eyes before running down a side alleyway.
- 4 The party comes across a group of people gathered around a Halfling priest preaching about the end of days. He has a bag of holding sitting on the ground in front of him and is urging people to leave behind their greedy ways and donate their superfluous luxuries to save their souls in the coming dark times.
- 5 The party is approached by a man in priest robes. He asks them if they have visited the church and spoken to the gods about their actions. He reminds them that every adventurer should be in the good graces of the gods before going out into the wilds, for it is never known if they will return.
- 6 A young girl stands on the side of the street crying her eyes out. She is alone and asks the party if they have seen her mother. They were separated when the little girl ran off chasing a cat and now she is terrified. Make her the daughter of someone of significance in the city.
- 7 The party is handed a flyer advertising a local tavern. Anyone that speaks Thieves' Cant can see a hidden message in the flier about the local Thieves' Guild recruiting new members for an upcoming job.
- 8 There is a man standing on a crate shouting at the top of his lungs about the unfairness of a local lord and how the people need to rise up against him. The lord seized his farm after the man refused to pay his taxes because the amount was too high. He lost his crops to a blight and the lord did nothing to help and now he seeks vengeance.
- 9 The party notices some graffiti on a few buildings as they walk through town. It belongs to an underground organization that marks homes and businesses that have known associations with scandalous activities - drug trade, prostitution, gambling, etc...
- 10 There is a man selling magical items out of the back of a cart. These items are at a large discount and he seems quite anxious to get rid of them. They are stolen and the people they belong to will eventually catch up to this vendor and get him to confess who he sold them to and come after the party if needed.

d20 Encounter

- 11 The party notices a special deal at a nearby shop. Perhaps they are offering 25% off healing potions or buy 2 get 1 magic item free!
- 12 The party comes across a large group of people crowded around two individuals. They are shouting obscenities at one another and appear ready to fight. Turns out they are both sleeping with the same woman. The party can let the fight happen or intervene to prevent violence.
- 13 The party hears a local crier advertising a drink called Slag Ale. It is made with a bit of molten lava and anyone that orders a pint that is not a dwarf must sign a waiver since it can eat through their stomach. Any non-dwarf that finishes the drink is awarded a free room for the night, a free dinner, and gets to add their name to the Wall of Champions.
- 14 The party comes across a wishing well. It is filled with thousands of copper, pieces but there are a few pieces of silver and gold tossed in as well. It is out in the open and there are beggars abound, but everyone seems to respect that the wishing well is off limits for any sort of thievery. Many people are convinced the well is blessed by the gods.
- 15 The party comes across a new store. It is called Patterson's Peculiar Pets. He has a number of exotic creatures for sale, but they come at a premium.
- 16 Another group of adventurers is staggering through town. It looks as if they are barely hanging onto life. If the party asks them what happened, they will be told about a powerful creature plaguing an abandoned building in town or perhaps one of the nearby farms. There is a reward given by the city for dispatching this foe.
- 17 A set of bells start going off in the distance and people clear the streets. There has been a wedding between two members of important families in the region. Perhaps this will cause friendship where there was much strife or completely reshape politics in the area. Perhaps a neighboring lord is displeased with this and it leads to war!
- 18 A boy no older than 12 runs up to the party and nervously asks if he can accompany them on their adventures. He offers to serve as a squire. He is an orphan so this city has nothing left for him, so even a death out in the wilds is better than a life of begging on the streets day after day.
- 19 There is a caravan moving through the city. It is incredibly well defended with two dozen guards escorting a single armored cart that is covered with a fine purple cloth. Word around town is that they've found a hidden relic belonging to the former ruler of the city that is thought to be quite dangerous. They are incredibly worried someone will try to steal it.
- 20 The party arrives right at the beginning of a festival. All shops are running discounts for their goods for those who partake in festivities, there are entertainers on every corner, and the party can sign up for various competitions. These competitions include archery, jousting, stone throwing, duels, and more.

TRADITIONAL MAGIC ITEMS

I think interesting magic items are one of the greatest gifts you can give to your players as a Dungeon Master. I find few things more satisfying than seeing the creative ways my players can utilize zany magic items, turning a difficult encounter into a trivial one and creating lasting memories of how their crazy plan actually worked. Many of the items below were designed with the intent to allow for such creative scenarios, while others are alternatives to the official list of magic items available. Either way, hopefully you can make use of the items in this list below or gain inspiration for custom magic items of your own!



ABYSSAL GREATAXE

ABYSSAL GREATAXE

Greataxe, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Enemies hit by this weapon are unable to teleport or leave the plane they are currently on by any means for 1 hour.

Soul Vessel. When a sentient humanoid creature is slain by this weapon, its soul is extracted and stored within the axe. When this happens, you gain 5 temporary hit points. Each soul consumed slowly opens the eye at the center of the axe's blade. When the axe reaches fifty total souls, the eye opens completely. The bonus to attack and damage rolls increases to +3 as the souls are consumed permanently to empower the weapon. These souls can only be released from their containment if the axe is destroyed before the eye is fully opened.

Curse. If you die while wielding this axe, your soul is trapped within the weapon and you cannot be resurrected unless the axe is first destroyed.

ACIDIC TWINE

Wondrous item, uncommon

This spool of pure white twine seems completely ordinary to an untrained eye. When a piece of this twine is cut free, it begins to excrete a potent acid for 1 minute. This acid will eat through flesh and even most metals. A new spool contains 20 feet of twine.

AMULET OF THE COMBATANT

Wondrous item, rare (requires attunement)

Whenever you roll for initiative, if the result of your die is even, you gain temporary hit points equal to your total character level. If the result of your die is odd, you have advantage on attack rolls during your first turn of this combat.



AMULET OF FORESIGHT

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you gain a heightened level of insight into your opponent's actions. You may add your Intelligence modifier to your initiative rolls.

AMULET OF PURE FLAME

Wondrous item, rare (requires attunement)

While wearing this beautiful ruby amulet you gain the following benefits:

- When you are dealt fire damage, reduce the total damage taken by 5.
- You gain the *control flames* and *produce flame* cantrips.

This amulet has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Burning Passion. You touch a creature and fill it with a fiery passion for battle. For the next minute, that creature gains a +3 bonus to all saving throws. While this effect is active, the inspired creature has ethereal flames cast off their body and produces bright light in a 10-foot radius area and dim light for an additional 10 feet.

Illuminate. You cast the *daylight* spell. The light created by this spell casts everything in a shade of red.

Incinerate. You pull a bead of pure flame from the amulet and launch it at a target within 60 feet. If the target is a creature, make a ranged spell attack against it with a +7 bonus to the attack roll. On a hit, the target takes 8d8 fire damage as the bead swells to a three foot orb and bathes the target in lava. A creature killed by this effect is turned to ash and can only be resurrected via a *Wish*. Once you have used this feature, it can't be used again until the next dawn.

AMULET OF THE SUN BLESSED

Wondrous item, very rare (requires attunement)

While wearing this amulet, you are empowered by the energy of the sun. While standing in direct sunlight or while within bright light created by a *daylight* spell, you gain +1 to your proficiency bonus. While you wear this amulet, you can cast the *daylight* spell twice per day.

AQUAN QUIVER

Wondrous item, uncommon (requires attunement)

At dawn each day, ten of the arrows in this quiver become enchanted with aquatic power. These arrows deal cold damage rather than piercing and deal 1 additional damage on hit. Once per day when you fire an aquatic arrow, you can use your bonus action to cause the arrow to explode in a powerful torrent of water as it hits its target. Each enemy within 5 feet of the target must make a DC 12 Dexterity saving throw, taking 2d6 cold damage on a failed save, or half as much damage on a successful one.

ARMOR OF THE EXOTIC EXPLORER

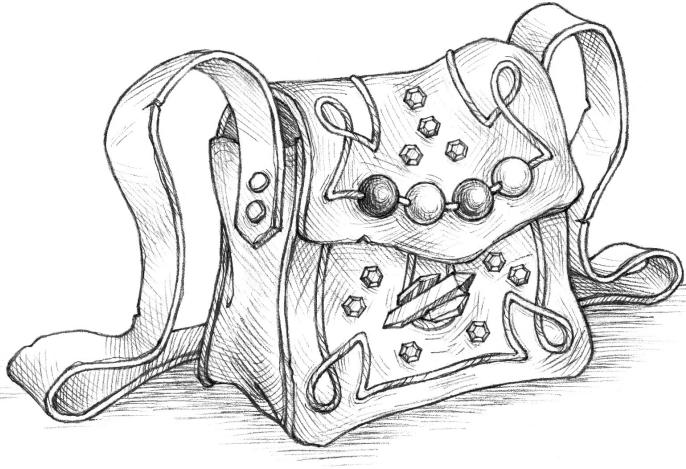
Light or medium armor, very rare (requires attunement)

You have a +1 bonus to AC while wearing this armor decorated with moss and leaves that will never die.

In addition, you gain the following benefits while you are in arctic, coast, desert, mountain, or swamp terrain:

- The bonus to your AC increases to +2.
- You gain proficiency in Survival while in these areas. If you are already proficient in Survival, you gain expertise instead.
- You can't be surprised and have advantage on initiative rolls.

BAG OF GOLDING



ASTRAL WEAPON

Any weapon, uncommon

This magically enchanted weapon gives off an occasional pulse of purple energy that produces 5 feet of dim light. You can use an action to unleash the arcane powers contained within this weapon. Choose a target within 120 feet. The weapon fires 2d4 bolts of arcane energy that strike the target for 1d4+1 force damage each. These arcane bolts cannot miss. Once you have used this feature, you cannot use it again until the next dawn.

AVIAN ARMOR

Armor (medium or heavy), rare (requires attunement)

This beautiful armor is to be worn by a creature that spends a majority of its time in the sky. This armor is crafted of superlight materials and weighs one-fifth the weight of the base armor. If the base armor imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the avian version of the armor does not.

You can speak a command word as an action to activate a set of wings on the armor, giving you a flying speed of 60 ft. for the next minute. When this effect ends, you fall if you are still aloft, unless you can stop the fall. Once you have used this feature, you cannot use it again until the next dawn.

BAG OF GOLDING

Wondrous item, uncommon

This small pouch appears to be nothing more than a beautifully decorated bag, but within is an extradimensional space that can hold 5 square feet of currency. There are four large beads threaded through the string on the front of the bag that are colored copper, silver, gold and platinum. Sliding these beads to the right causes all currency placed into the bag or withdrawn from the bag to be of the designated currency type. The pouch can open to a maximum of 12 inches and any non-living, non-magical item that passes through the threshold of the bag is instantly converted to its value of the selected currency.

If this bag is placed within another extra-dimensional space, the pouch is destroyed and all of its contents explode violently up to 300 feet in all directions in the form of coins of all varieties.

BOOTS OF THE ELECTROMANCER

BLADE OF THE REAPER

Any bladed weapon, rare (requires attunement)

When you kill an enemy of CR 1/2 or greater, this weapon gains a +1 bonus to attack and damage rolls. This effect can stack up to a total bonus of +3 to attack and damage rolls. This bonus resets if you have not killed a creature of CR 1 or greater in the last hour.

BLOODSTONE AMULET

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you have the ability to push your body past its normal limits. If you took the Attack action this turn, you can use your bonus action to make one additional attack. You may use this feature a number of times per day equal to your Constitution modifier (minimum 1).

BOOK OF MEPHIT SUMMONING

Wondrous item, uncommon

You can spend one minute reading from this book to summon a single mephit of CR 1/2 or lower. In order to summon this creature, you must perform a blood sacrifice. You lose 1d4 hit points for a CR 1/4 mephit and 2d4 hit points for a CR 1/2 mephit. For the next 10 minutes, this mephit will obey your commands, even if these commands would knowingly cause harm to the mephit. Once this time is up, the mephit remains on this plane but no longer needs to obey your commands. Once this feature has been used, it cannot be used again until the next dawn.

BOOTS OF THE ELECTROMANCER

Wondrous item, uncommon

These boots hold 5 charges. Whenever you expend all of your movement in a single turn, they regain an expended charge. If you used the Dash action this turn, you can expend any number of these charges as a bonus action to unleash a bolt of lightning at a creature within 30 feet. That creature must succeed on a DC 13 Dexterity saving throw or take 1d6 lightning damage per charge expended.

BOOTS OF THE WOLF

Wondrous item, rare (requires attunement)

While wearing these wolf hide boots, you can use your bonus action to activate them for the next minute. While active, you have advantage on any attack roll against a creature if at least one of your allies is within 5 feet of the creature and your ally is not incapacitated. Once this feature has been used, it cannot be used again until the next dawn.

BONE LANTERN

Wondrous item, rare

When lit, this lantern burns for 1 hour on 1 pint of oil, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The bright green light that this lantern produces reveals creatures on the ethereal plane for as long as they are in the lantern's bright light.

If the oil placed in this lantern has been mixed with the ichor or bone dust of an undead creature, it instead casts purple light. Undead creatures that are caught in the bright purple light that this lantern produces have disadvantage on Wisdom saving throws.

BOUQUET OF WOE

Wondrous item, very rare

This beautiful bouquet contains a dozen beautiful flowers, each of which brings pain, sickness, exhaustion, or general chaos. The included flowers are as follows:

- 2x Begonia of Blight
- 2x Crimson Carnation
- 2x Lily of Lethargy
- 2x Petunia of Pain
- 2x Repulsive Rose
- 2x Tulip of Turmoil



CRIMSON CARNATION AND
BEGONIA OF BLIGHT

Begonia of Blight (uncommon) While holding this flower, you can speak the command word "rot" followed by an amount of time in minutes. After that many minutes have passed, the flower will wilt and cause all food and plant life within 15 feet of the flower to rot away. Consuming food rotted by this flower will inflict the poisoned condition for 1 hour on the creature that ingested it. Triggering multiple flowers at once increases the reach of the rot by 15 feet per additional flower.

Crimson Carnation (uncommon) While holding this flower, you can speak the command word "bleed" followed by an amount of time in minutes. After that many minutes have passed, the flower will erupt in a violent explosion of red liquid that is indistinguishable from human blood, coating everything within 15 feet of the flower. Triggering multiple flowers at once increases the reach of the liquid by 15 feet per additional flower.

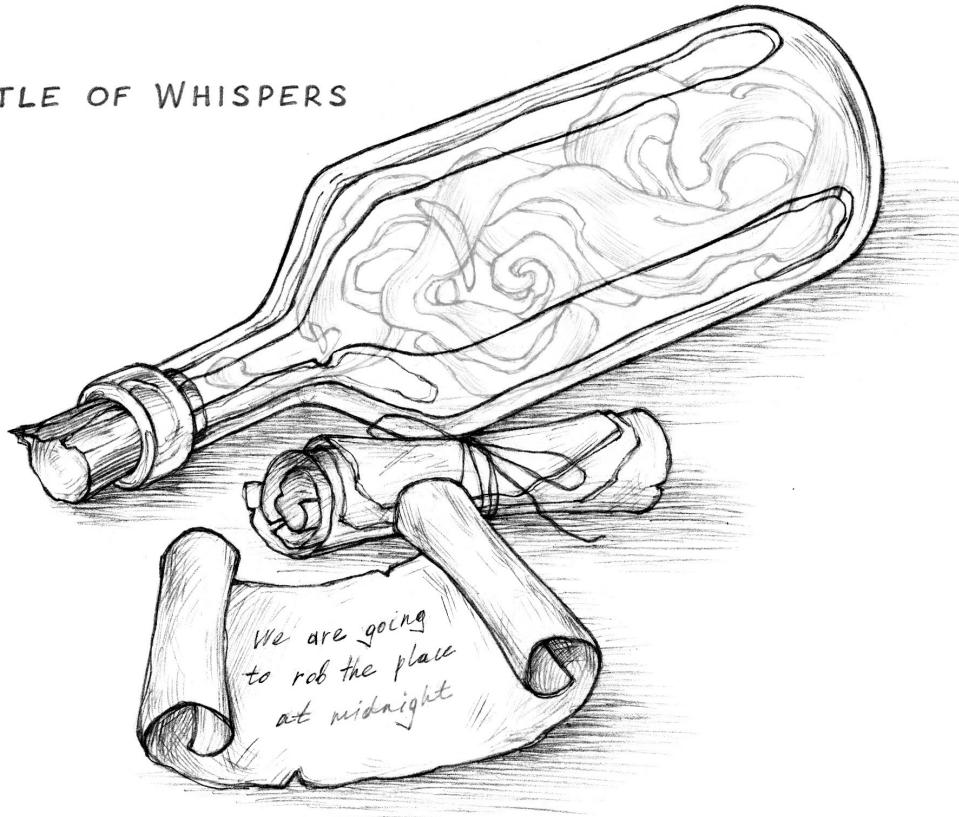
Lily of Lethargy (uncommon) While holding this flower, you can speak the command word "drain" followed by an amount of time in minutes. After that many minutes have passed, the lily will double in size, drawing in energy from creatures around it. Each creature within 15 feet of the flower must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion. Triggering multiple flowers at once increases the DC of the saving throw by 2 per additional flower.

Petunia of Pain (uncommon) While holding this flower, you can speak the command word "wound" followed by an amount of time in minutes. After that many minutes have passed, the petals of the flower go rigid and explode out in every direction. Each creature within 15 feet of the flower must succeed on a DC 13 Dexterity saving throw or take 2d6 slashing damage.

Repulsive Rose (uncommon) While holding this flower, you can speak the command word "plague" followed by an amount of time in minutes. After that many minutes have passed, the rose expels a powerful, putrid gas that floods the area. Each creature within 15 feet of the flower must succeed on a DC 13 Constitution saving throw or take 1d6 poison damage and become poisoned for one minute. A creature poisoned this way can repeat this saving throw at the end of each of its turns, but automatically fails if it is still within 15 feet of the flower. Triggering multiple flowers at once increases the DC of the saving throw by 2 per additional flower.

Tulip of Turmoil (uncommon) While holding this flower, you can speak the command word "horrify" followed by an amount of time in minutes. After that many minutes have passed, the flower lets loose an ear-piercing screech that scratches against the sanity of anyone that hears it. Each creature within 15 feet of the flower must succeed on a DC 13 Wisdom saving throw or become frightened of the flower for one minute. This effect ends if the flower is destroyed. Triggering multiple flowers at once increases the DC of the saving throw by 2 per additional flower.

BOTTLE OF WHISPERS



BOTTLE OF WHISPERS

Wondrous Item, uncommon

When the cork of this bottle is removed, it will capture whispers of any conversation within 30 feet. As it captures these conversations, colorful smoke begins to swirl through the bottle. The colors are vibrant and diverse, each unique to an individual conversation. Once 5 minutes of conversation have been captured, the bottle is completely filled and can hold no more whispers until its contents are emptied.

When the bottle contains smoke, it can be tipped on its side to pour out conversations one at a time. Each of these conversations are written on a small piece of parchment wrapped up and bound by a colorful string that matches the color of smoke that was poured out of the bottle. There is no indication of who spoke the words written on the page and the participants are simply listed as Speaker 1, Speaker 2, etc...

Once the contents of the bottle have been poured out, it requires twenty-four hours to recharge before it can absorb additional conversations.

BOW OF THE BLOODHUNTER

Bow, uncommon (requires attunement)

While below half of your maximum hit points (rounded up), you gain a +1 bonus to attack and damage rolls made with this weapon and your attacks ignore damage resistances.

You may fire a blood arrow a number of times per day equal to your Constitution modifier (minimum 1). If this arrow hits, you lose hit points equal to your proficiency bonus and the arrow deals bonus necrotic damage equal to twice that amount. You can only activate this feature if you are above half of your maximum hit points (rounded up).

BRACERS OF CONSISTENCY

Wondrous item, uncommon (requires attunement)

These simple bracers are laced with divination magics allowing the user to sometimes catch glimpses into the future and counter their opponent's defenses. If you have missed two or more weapon attacks in a row, your weapon attack rolls are made with advantage.

BRACERS OF HIDDEN DEFENSES

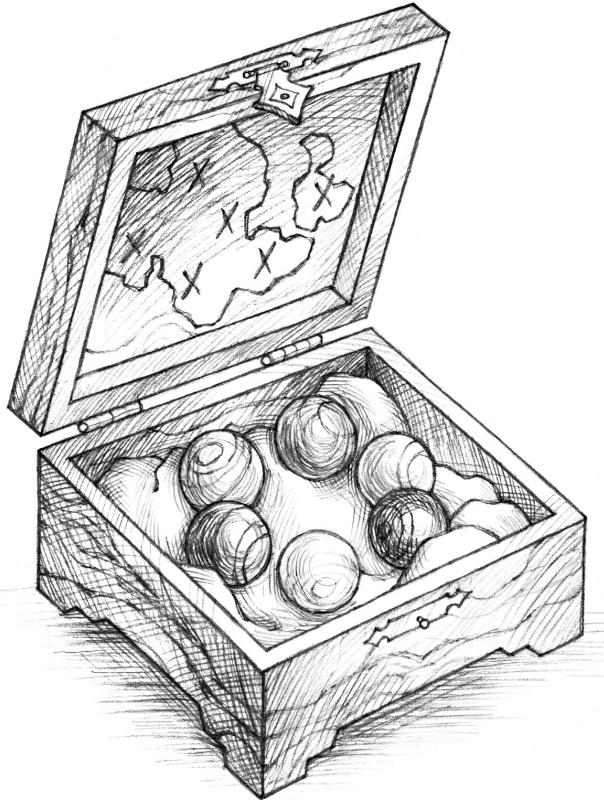
Wondrous item, rare

This set of bracers are made of thick iron plating with a fine trim and a small shield carved into them for decoration. When the command word is spoken, these bracers transform into a set of perfectly fitting plate mail around the wielder over the next 1 minute. This plate mail persists until the command word is spoken again, at which point they return to the form of a set of bracers over 30 seconds. There is no way to detect that this item is out of the ordinary except through magical means.

BUTCHER'S AXE

Battleaxe, uncommon

This large cleaver is made of jagged, shredded shards of metal that have been smelted together to form a vicious blade. Once per day, you can use your bonus action to launch an ethereal meat hook at a creature within 30 feet. Make a ranged weapon attack against that creature with a +5 bonus to hit. On a hit, the creature takes 1d8 force damage and must make a DC 13 Strength saving throw. On a failed save, the creature is pulled up to 25 feet towards you in a straight line. On a success, the creature is not moved.



CHROMATIC TELEPORTATION SPHERES

CANDLE OF REVITALIZATION

Wondrous item, legendary

This candle appears perfectly ordinary except for a set of runes that are carved into the wax and hidden beneath the candle along the candle holder. When this candle burns, it fills every creature nearby with a newfound energy and strength, allowing them to far exceed their normal limits. It also creates a lovely vanilla aroma. Each creature that stays within 30 feet of the candle for the full duration of its burning (one hour) gains the benefits of a long rest. This candle has only one use.

The next time a creature that received the benefits of the candle takes a long rest, it gains four levels of exhaustion upon waking as its body attempts to recover from the strain.

CHROMATIC AMULET

Wondrous item, uncommon (requires attunement by a Sorcerer, Warlock, or Wizard)

While attuned to this amulet, you can cast the Chromatic Burst cantrip.

CHROMATIC BURST

Evocation Cantrip

Casting Time: 1 action

Range: 90 feet

Components: V,S

Duration: Instant

You launch a burst of chromatic energy at an enemy you can see within range. Choose cold, fire, lightning, or poison and make a ranged spell attack against the target. If the attack hits, the creature takes 1d10 damage of the chosen type. (2d10 at 5th level, 3d10 at 11th, 4d10 at 17th).

CHROMATIC TELEPORTATION SPHERES

Wondrous item, very rare

Within this fine, velvet lined navy blue case are six beautiful shining spheres, each 4 inches in diameter. Their colors are green, red, blue, yellow, orange, and purple.

A creature with proficiency in Arcana can set one of these spheres on the ground and chant the command word, at which point the sphere will slowly open and expand into a runic circle four feet in diameter. This process takes one hour and destroys the sphere. When finished, this acts as a permanent chromatic teleportation circle.

When standing within any of these chromatic teleportation circles, a creature can concentrate and speak aloud the color of another circle. That creature will be instantly teleported to the spoken location along with anything they are holding or wearing up to 300 pounds. Only a creature that has visited the other teleportation circle or has been vividly described its location can teleport successfully. Once a creature has used this teleportation network, it cannot do so again for 24 hours.

CLOAK OF EVERFLOWING WATER

Wondrous item, rare (requires attunement)

While wearing this cloak that is indistinguishable from water, you can use an action to create a simple melee weapon out of water that lasts for one hour. You are considered proficient with this weapon and attacks with this weapon deal 1 bonus cold damage on hit. Additionally, once per day, you may use your reaction to gain immunity to fire damage until the end of your next turn.

You also gain access the Water Blast cantrip while wearing this cloak.

WATER BLAST

Evocation Cantrip

Casting Time: 1 action

Range: 20 feet

Components: V,S

Duration: Instant

You launch a blast of freezing cold water at an enemy you can see within range. Make a ranged spell attack against that creature. On a hit, the creature takes 1d12 cold damage. (2d12 at 5th level, 3d12 at 11th, 4d12 at 17th).

CLOAK OF THE COBALT KINGDOM

Wondrous item, very rare (requires attunement)

This dazzling silver and blue cloak appears and feels as if it is made of stone, but is as flexible as any other fabric. While wearing this cloak you gain the following benefits:

- You gain a +1 bonus to AC.
- Your Constitution score increases by 2, to a maximum of 20.
- You can cast *stoneskin* once per day without requiring concentration. While this is active, the cloak melds with your body and turns your flesh a dull blue color.

CLOAK OF THE RENOWNED CHAMPION

Wondrous item, rare (requires attunement)

This tattered cloak is beautifully crafted, but has become tattered from years of use in battle being passed on from hero to hero. You gain a +1 bonus to your AC while wearing this cloak. You can use your reaction to add your Charisma modifier to the saving throw of an ally within 90 feet that can hear you. Once you have used this feature, you can't do so again until you finish a short or long rest.

COMETFALL WAND

Wondrous item, rare

This wand holds 3 charges. It regains 1d3 expended charges daily at dawn. When an enemy fails a saving throw by 5 or more against one of your spells that requires a spell slot, you can use a bonus action to expend 1 of the wand's charges. If you do, a massive chunk of rock and ice appears in the sky and plummets towards the target. All creatures within a 10 foot radius sphere centered on the target must make a DC 15 Dexterity saving throw, taking 3d6 bludgeoning damage and 3d6 cold damage on a failed save, or half as much damage on a successful one. In order to activate this feature, there must be a clear, unimpeded path from your target to the open sky.

CROWN OF THE FOUR ELEMENTS

Wondrous item, legendary (requires attunement)

While wearing this beautiful four-pointed crown you have resistance to cold, fire, lightning, and poison damage. In addition, you can detect any elemental within 1 mile and innately know its approximate strength. You can also speak, read, and write primordial and the languages derived from it.

When you take a short rest, choose cold, fire, lightning, or poison. Your damaging cantrips deal an extra 1d10 damage of the chosen element.

This crown has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Burn. When you deal damage with a spell that causes fire damage, you can cause a creature damaged by the spell to take an additional 5d10 fire damage.

Shock. When you deal damage with a spell that causes lightning damage, you can cause a creature damaged by the spell to make a DC 19 Constitution saving throw. On a failed save, the target is stunned until the end of its next turn.

Plague. When you deal damage with a spell that causes poison damage, you can cause a 15-foot wide cloud of poison to erupt from a creature damaged by the spell. Each creature in this area must succeed on a DC 19 Constitution saving throw or take 2d10 poison damage and become poisoned until the end of its next turn.

Freeze. When you deal damage with a spell that causes cold damage, you can cause a creature damaged by the spell to make a DC 19 Constitution saving throw. On a failed save, the creature is encased in a block of ice, becoming paralyzed and immune to all damage until the ice block is destroyed. This block of ice has 25 hit points and AC 15. On a successful save, the creature's movement speed is reduced to 0 until the end of its next turn, but is not frozen.

Summon Elemental. You can cast the *conjure elemental* spell.

CROWN OF STORM HERALD

Wondrous item, very rare (requires attunement)

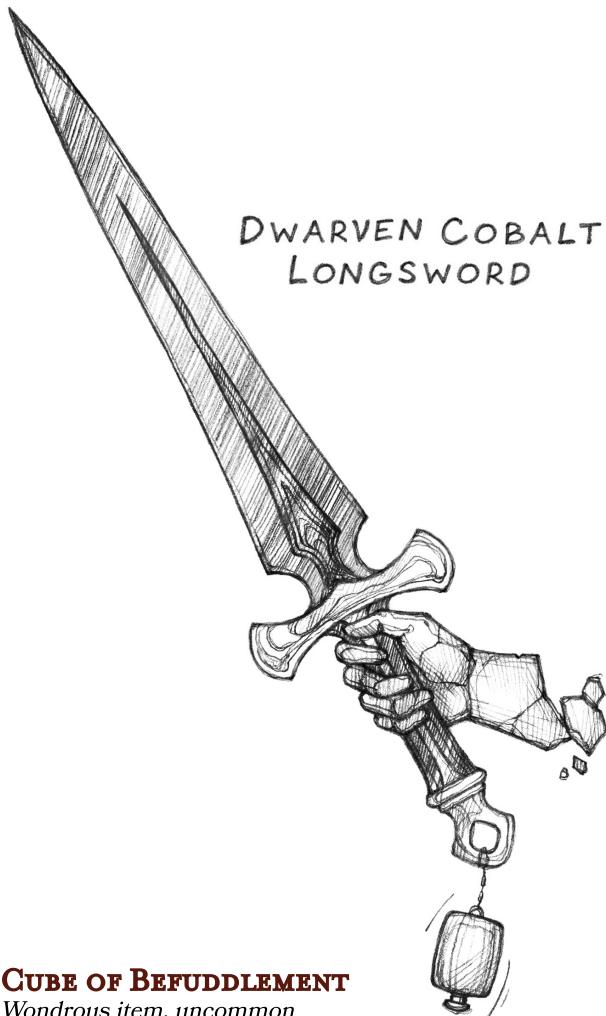
While wearing this crown, you have resistance to lightning damage. As a bonus action you can summon a 3 foot wide nimbus cloud that you can ride for up to 8 hours a day. This cloud has a flight speed of 30 feet and can only be ridden by you. If you summon this cloud while there is a storm active, this cloud grows to 15 feet wide, has a flight speed of 60 feet, and can be ridden by up to 8 medium creatures. While riding this cloud, you will never be struck by lightning.

This crown has 9 charges. It regains 1d6 + 3 expended charges daily at dawn. You can use an action to expend 1 or more of the crown's charges to use the following abilities:

- **One with Lightning** (1 charge) - You teleport up to 60 feet to an unoccupied space you can see. If you are outdoors, upon arrival, a bolt of lightning streaks out of the sky and strikes you. Each creature within 5 feet must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one.
- **Jolting Blast** (3 charges) - You send a powerful burst of lightning at an enemy within 60 feet. Make an attack roll against that creature with a +9 bonus to hit. On a hit, that creature takes 5d10 lightning damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn. If the creature fails this saving throw by 10 or more, it is paralyzed instead.
- **Barrage of Lightning** (7 charges) - Lightning strikes the ground at four locations you can see within 120 feet that are at least 20 feet apart from one another. Each creature within a 10 feet of any of these points must succeed on a DC 17 Dexterity saving throw or take 5d10 lightning damage. This damages objects in the area and ignites flammable objects that aren't being worn or carried. This ability can only be used while outdoors. If there are stormy conditions when you use this ability, the damage of each bolt is increased to 8d10.

CROWN OF THE FOUR ELEMENTS





DWARVEN COBALT LONGSWORD

CUBE OF BEFUDGEMENT

Wondrous item, uncommon

You can use an action to throw this 2 inch diameter cube at a location up to 60 feet away. The creature nearest the cube with an Intelligence score of 6 or higher must succeed on a DC 13 Wisdom saving throw or become captivated by the cube. On a captivated creature's next turn, it uses its action to pick up the cube and attempt to solve its puzzle. That creature makes a DC 13 Intelligence saving throw. On a successful save, the creature solves the puzzle and is free from its allure. On a failed save, the creature is not successful and continues to be captivated by it.

If the creature has not solved the cube after 5 rounds, it throws it to the ground in frustration and is freed from its captivity. A creature is also prematurely freed if the cube leaves its hands for any reason or if it takes damage.

Once this cube has been used, it can't be used again until the next dawn.

DEFLECTOR DISC

Shield, uncommon

This item holds 5 charges. While holding this shield, whenever you are hit by a ranged weapon or spell attack, this item gains 1 expended charge. Whenever you are hit by a ranged attack, you can use your reaction to expend any number of charges. You gain a bonus to your AC equal to the number of expended charges against the attack. Do this after you know if the attack hits but before damage is rolled.

DEVIL'S BLOOD POTION

Wondrous item, rare

When you drink this potion, you gain resistance for bludgeoning, piercing, and slashing damage from non-magical weapons and have advantage on saving throws against spells and magical effects for 1 hour.

DROPLETS OF CONDENSED WATER

Wondrous item, uncommon

This small waterproof pouch contains 20 tiny, jelly-like translucent spheres. When these are exposed to even a single drop of water they explode into a 5 foot diameter sphere of water that spreads as normal through the area.

DROPLETS OF INTOXICATION

Wondrous item, rare

This small vial contains 100 drops of liquid. Adding these potent droplets to water causes it to become alcoholic or even poisonous. When placed in 8 fluid ounces of water, the droplets have the following effects (more droplets are required for greater quantities of water):

- 1 Drop - Water is turned to beer
- 3 Drops - Water is turned to wine
- 5 Drops - Water is turned to whiskey
- 20 Drops - Water is turned to poison

The poison created from these droplets looks and tastes the same as whiskey, meaning the victim is typically unaware it is poisoned until it is too late. An hour after the poison is ingested, the poisoned creature must make a DC 15 Constitution saving throw, taking 4d6 poison damage and falling unconscious for 8 hours on a failed save, or half as much damage and not knocked unconscious on a successful one.

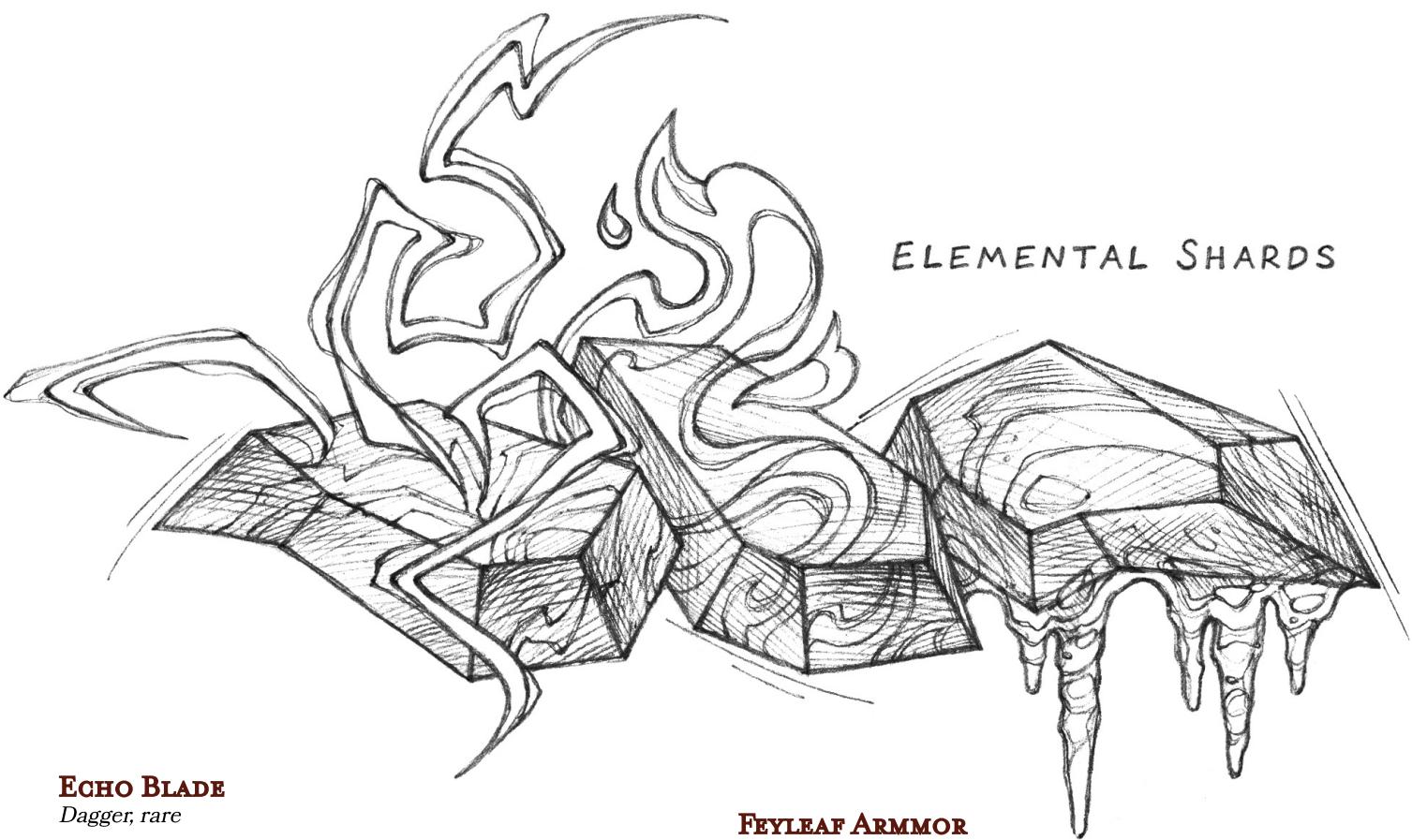
DWARVEN COBALT LONGSWORD

Longsword, rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

As a reaction, you can cause your body to swiftly become encased in stone. When you do so, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. Once you have used this ability twice, you must wait until the next dawn to use it again.

Additionally, there is a small flask attached to the hilt of this weapon. The contents of this flask can be poured into any ordinary cup of water to turn it into dwarven ale. The contents of this flask contains enough liquid to turn one gallon of water into ale and refills each morning at dawn.



ELEMENTAL SHARDS

ECHO BLADE

Dagger, rare

Whenever you are damaged by a spell, you can use your reaction to speak a command word and store a copy of that spell within this dagger. This does not prevent or mitigate any of the effects of the initial spell. During that same day, you can use your action to unleash the copied spell from the dagger with the same spell level, bonus to hit, and spell save DC as the initial casting of the spell.

Once this feature has been used, it can't be used again until the next dawn.

ELEMENTAL SHARDS

Wondrous item, uncommon (small), rare (medium), or very rare (large)

These fragments of condensed energy are sometimes left behind when powerful elemental creatures are slain and contain raw fire, cold, lightning, or poison energy. Someone with enough knowledge in arcana or in blacksmithing can take a mundane item and infuse it with one of these shards. This process takes between 1 and 7 days depending on the skill level of the crafter and the size of the shard. An item can only be infused with the benefits of a single elemental shard.

Imbuing a weapon with this a shard causes it to deal an additional damage of the corresponding element (though it does not make the weapon magical for the purposes of overcoming resistances). A small shard adds 1 damage, a medium shard adds 1d4 damage, and a large shard adds 1d8 damage.

Imbuing armor with one of these shards gives it special protections from the corresponding element. When you are wearing a piece of armor imbued with a shard's magic and you are dealt damage of the corresponding type, you reduce the damage taken. A small shard reduces damage taken by 3, a medium shard reduces the damage taken by 10, and a large shard gives resistance to damage of that type.

FEYLEAF ARMOR

Leather armor, rare (requires attunement)

While wearing this beautiful set of leather armor adorned with leaves and flowers, you gain some of the common traits of fey creatures:

- You can speak Sylvan.
- You have advantage on Intelligence (Nature) checks when in a forest environment.
- You only require 4 hours of sleep to become fully rested.
- Once per day, you may choose to succeed on a saving throw against a spell that you would have otherwise have failed.

FIGURINE OF WONDROUS POWER - CATERPILLAR

Wondrous item, uncommon

This jade statuette looks indistinguishable from an ordinary caterpillar. It can become a caterpillar for up to 2 hours. The caterpillar can be commanded to consume in a specific area and will eat any and all things it can in the given time, reverting to statue form immediately if caught. The caterpillar can consume 2 cubic feet of food per hour. Once it has been used, it can't be used again for 3 days.

FIGURINE OF WONDROUS POWER - FERRET

Wondrous item, uncommon

This ivory statuette with ruby eyes has the appearance of an adult ferret. It can become a ferret for up to 4 hours. The ferret can be commanded to steal a specific item and will do so to the best of its ability, reverting to its statue form immediately if caught. The item must be no heavier than 2 pounds and must be small enough for a ferret to carry in its mouth - typically a key or a piece of jewelry. Once it has been used, it can't be used again for 4 days.

FISHERMAN'S QUARTERSTAFF

Quarterstaff, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. As a bonus action, you can transform this weapon into a fishing rod or back into a quarterstaff. While in its fishing rod mode, this weapon loses its +2 bonus to attack and damage rolls, but gains access to a few additional properties. When one of these properties is used, it can't be used again until the next dawn.

Net. You can use an action to conjure a large net over a 10 foot square area within 30 feet. Each creatures within this area must succeed on a DC 17 Dexterity saving throw or be trapped under the net. A trapped creature is considered restrained. This net has no effect on creatures that are Huge or larger. A creature can use its action to make a DC 17 Strength check, freeing itself or another creature within its reach on a success. Dealing 15 slashing damage to the net (AC 10) also frees a creature and destroys the net.

Fish. Whenever you hit a creature with the fishing rod, you can use your bonus action to attempt to curse its weapon. That creature must succeed on a DC 17 Charisma saving throw or have its weapon transformed into a fish of appropriate size until the end of its next turn. While the creature's weapon is a fish, it deals $1d4 + \text{Strength modifier}$ bludgeoning damage and is not considered magical for the purpose of overcoming resistances.

Hook. You can use your action to launch a large hook attached to a powerful fishing line at a creature within 30 feet. Make an attack roll against the creature with a +10 bonus to hit. On a hit, the creature takes $1d8$ piercing damage and becomes impaled by the hook. It remains hooked until a creature uses its action to remove the hook or cut the line, or until you transform your weapon back into a quarterstaff. While you have a creature hooked, it cannot move more than 30 feet away from you and you can use your bonus action to try to pull it 10 feet closer to you. The creature must make a Strength saving throw versus against $8 + \text{your Strength modifier} + \text{your proficiency bonus}$, being pulled on a failed save.

GILDING POWDER

Wondrous item, very rare

This pouch contains 8 ounces of gilding powder. When this powder is sprinkled upon an object, it turns to gold over the next minute. More powder is required for larger and more intricate objects. 8 ounces is enough to create 5000 gold in raw value worth of golden items, though some items may fetch a more significant price if sold to the correct buyer.

This powder has no effect on magical items.

GLACIAL HALBERD

Halberd, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls while wielding this magical halberd. This weapon is freezing to the touch for any creature that is not attuned to it. It is constantly coated with a thin layer of ice and the blades of the halberd are constantly dripping with icicles.

While holding the halberd, you can use an action to activate one of the following properties. When one of these properties is used, it can't be used again until the next dawn.

Deep Freeze. You touch the halberd to a body of water and cause it to immediately freeze. This can affect up to 5,000 cubic feet of water. After ten minutes, the ice thaws and the water returns to its previous state.

Blade of Bitter Cold. You smash the halberd to the ground and unleash a thin blade of ice in a 5 foot wide, 120 foot long line. Each creature in this line must make a DC 17 Dexterity saving throw, taking $6d10$ cold damage and gaining one level of exhaustion on a failed save, or half as much damage and not exhausted on a successful one.

Cold Snap. You plant the halberd firmly against the ground and unleash a wave of freezing energy in a 15-foot radius around you. Each creature in this area must succeed on a DC 17 Constitution saving throw or take $6d10$ cold damage and have its speed reduced to 0 on its next turn. A creature that succeeded on this saving throw takes half as much damage and has its speed halved instead.



GLACIAL HALBERD



GLACIAL MIRRORS

Wondrous item, uncommon

This set of mirrors allow discrete communications across great distances. You can record a message up to 10 seconds in length and send it to the paired mirror by speaking a command word. The paired mirror ices over which indicates to its owner that a message is ready to be heard. Once you have sent a message, another one cannot be sent until the next day, but not before the previous message has been heard.

Once a message is sent, the next time the paired mirror is exposed to an open flame, the ice melts away. The face of the person who sent the message is displayed within the mirror and the message is written across the surface of the mirror in common, despite the language used to record the original message. To anyone except the person holding the mirror, the mirror shows nothing but an ordinary reflection. Once the message is complete, this becomes an ordinary mirror until a new message is received.

GLOVES OF GLAMOUR

Wondrous item, uncommon

These beautiful leather gloves match perfectly with any outfit, even changing their color and size to meet the requirements of the person wearing them. While wearing these gloves, you cannot get dirty, even when falling directly into mud or other such filth. Additionally, your weapons and armor gleam pristinely at all times while these are on your hands.

GLOVES OF THE HERMIT

Wondrous item, uncommon (requires attunement)

While attuned to these gloves crafted of raw animal hide, you gain proficiency in Survival. If you are already proficient, you gain expertise. Additionally, you can use your bonus action to conjure a swarm of small woodland creatures such as squirrels, ferrets, or mice for one minute. These creatures follow you and attack your targets. Whenever you take the attack action on your turn, make an additional attack with a +4 bonus to the attack roll. On a hit, the target takes 1d4 + 1 piercing damage from the creatures as they bite relentlessly. After one minute these summoned creatures disappear. Once you have used this feature, it can't be used again until the next dawn.

GRANITE GAUNTLETS

Wondrous item, uncommon (requires attunement)

While wearing these gauntlets made of thick stone, you gain the following benefits:

- You deal an additional 1 damage with unarmed attacks made using these gauntlets.
- You deal double damage against objects with unarmed attacks.
- You gain a +2 bonus to Strength (Athletics) checks made when attempting to initiate a grapple or maintain a grapple

GRAVITY BOMB

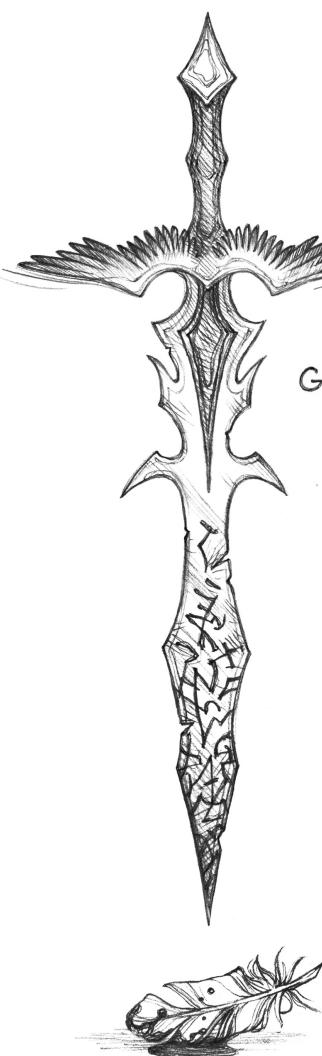
Wondrous item, uncommon

You can use an action to throw this bomb at a point up to 60 feet away. When it reaches the end of its trajectory, the bomb detonates in a wave of powerful gravity. Each creature within 15 feet of the detonation must succeed on a DC 13 Constitution saving throw or be pulled to its center. If multiple creatures are affected by this, they are moved as close to the center as possible without occupying the same space as another creature unless their size permits it. A creature that failed the save by 5 or more is knocked prone in addition to being pulled to the center of the explosion.

GREATAXE OF VENGEANCE

Greataxe, uncommon (requires attunement)

You can use an action to speak a command word and gain resistance to all damage until the start of your next turn as you enter a defensive stance. While in this defensive stance, you absorb some of the kinetic energy of attacks against you. The first time you deal damage with this weapon on your next turn, you unleash this absorbed energy. Add bonus force damage to the attack equal to the amount of damage you have taken from enemies since your last turn (maximum of 20). Once you have used this feature, you can't use it again until the next dawn.



GREATSWORD OF THE ANGEL SLAYER

GREATSWORD OF THE ANGEL SLAYER

Greatsword, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls while wielding this magical greatsword.

When you hit an angel with it, the angel takes an extra 2d6 necrotic damage. When you roll a 20 on an attack roll made with this weapon against an angel, it must succeed on a DC 17 Wisdom saving throw or take an additional 25 necrotic damage.

When you attune to this weapon, you sprout a set of black-feathered angel wings and gain a fly speed of 30 feet. These wings persist as long as you remain attuned to the weapon. Additionally, you can also cast the *hallow* spell. Once you have done so, you can't do so again until the next dawn.

HALBERD OF THE SKY HUNTER

Halberd, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made while wielding this magical halberd. As long as you are not wearing heavy armor, you can use your bonus action and expend half of your total movement to leap high into the air. The height of this jump is equal to 15 + your Strength modifier feet. You may also move up to 10 ft. horizontally before returning to the ground in an unoccupied space. If this movement would provoke attacks of opportunity, those attacks are made with disadvantage. Additionally, you only take fall damage from a height of 50 feet or higher.

HELIX WAND

Wondrous item, rare (requires attunement)

This wand has 7 charges. It regains 1d6 +1 expended charges daily at dawn. You can use an action to expend 1 or more of the wand's charges to cast a twisting bolt of spiraling elemental energy at an enemy within 90 feet. Choose a combination of two elements from cold, fire, lightning, or poison, then make an attack roll with a +6 bonus to hit. On a hit, the target takes 1d8 of each of the chosen types.

For each charge you expend above 1, deal an additional 1d4 damage of each of the chosen types.

INCENDIARY CLOAK

Wondrous item, very rare

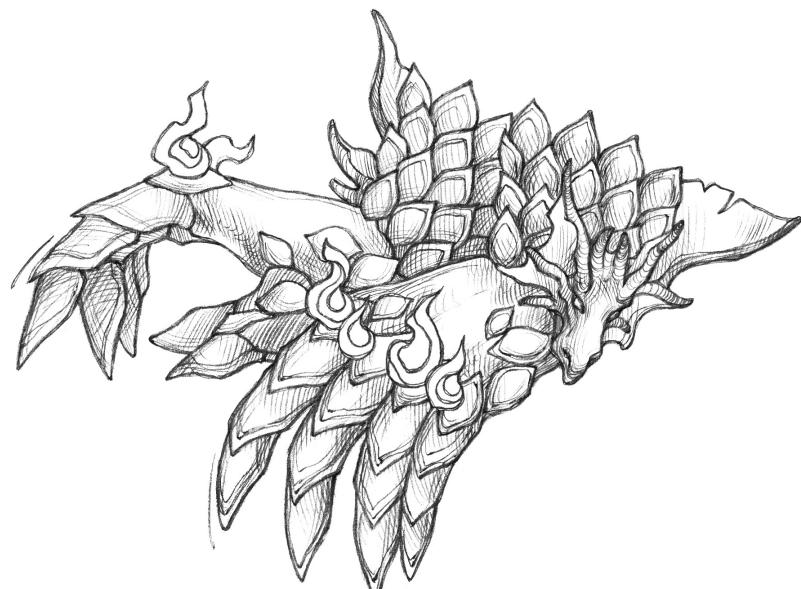
This beautiful cape of red and gold is clearly crafted of the finest clothes and cost several hundred gold in raw materials. This would be considered a fine gift and a compliment to any lord or lady, displaying great wealth when worn.

Curse. This cloak is cursed. The moment someone puts on this cloak, it bursts into deadly flames and latches on to the wearer's body with an unyielding grasp. The creature wearing the cloak takes 1d10 fire damage per round for the next hour, at which point the magics fueling the cloak finally run out. This effect persists even if the creature wearing it perishes. Removing the cloak requires a *remove curse* spell or success on a DC 25 Strength saving throw. Anyone who attempts to remove the cloak from the victim, success or fail, takes 2d10 fire damage.

INFERNO GAUNTLETS

Wondrous item, uncommon (requires attunement)

While wearing these beautiful scaled gauntlets, your unarmed attacks deal 1 bonus fire damage. You may use your bonus action to ignite these gauntlets for one minute, causing them to deal an additional 1d4 bonus fire damage on every attack instead. Once you have used this feature, you can't use it again until the next dawn. You may also cast the *burning hands* spell at first level with a save DC of 13 once per day.



INFERNO GAUNTLETS

INCONSPICUOUS HAT

Wondrous item, uncommon

While wearing this innocuous hat, you magically blend into the hustle and bustle of crowds. Enemies searching for you in cities have disadvantage on Wisdom (Perception) checks to spot you and you have advantage on Charisma checks when interacting with guards.

JAR OF FIREFLIES

Wondrous item, common

This jar contains 3 charges. Opening the jar takes an action and consumes one of its charges. When this jar is opened, dozens of magical fireflies are conjured and begin to float in a 30-foot radius of the location the jar was opened. The glow of these fireflies creates bright light in this area. If an entity that is considered dangerous comes within 30 feet of the fireflies, they turn a bright red color and emit a small buzzing sound to warn of the threat. These fireflies last 8 hours or until they are exposed to natural sunlight, at which point they quietly dissipate.

LANCE OF THE BLACK KNIGHT

Lance, very rare (requires attunement)

You gain a +2 bonus to your attack and damage rolls while wielding this magical weapon. While attuned to this weapon, you can cast the *find steed* spell, but the steed you find is limited to an black armored war horse.

In addition, when you make an attack with this weapon while mounted, it deals an additional 1d6 piercing damage and ignores resistance to piercing damage.

LIFE-BESTOWING WOODWORKING TOOLS

Wondrous item, very rare

A creature with proficiency in woodworking tools can use these supplies to craft a simple animal carving over an 8 hour period. This animal can be no more than 12 inches in any dimension. Have the carver make an Dexterity (Woodcarvers' Tools) check to see how well it managed to craft this animal. On a result of 15 or higher, the carving is considered of high enough caliber and is bestowed with the spark of life for 24 hours. Once this feature has been used it can't be used again for one week.

The carving becomes a tiny construct with AC 10 and 5 hit points. It has 4 Intelligence and obeys any simple commands from the creature that created it. A walking animal has a move speed of 20 feet and a flying animal has a fly speed of 30 feet. This carving is constrained to the movements permitted by its joints.

Once 24 hours have passed, the animal returns to an ordinary wooden carving.

LIGHTNING GAUNTLETS

Wondrous item, very rare (requires attunement)

Unarmed strikes made while wearing these gauntlets deal an additional 1d6 lightning damage. As long as you have a creature grappled, that creature takes 1d10 lightning damage at the start of each of its turns.

In addition, whenever you successfully land an attack against a hostile creature while wearing these gauntlets they gain 1 charge, or 3 charges on a critical hit. Whenever these gauntlets reach 10 charges, all charges are automatically consumed and your next successful unarmed attack deals an additional 5d6 lightning damage.

LUCKY NECKLACE

Wondrous item, uncommon

Whenever you roll a 1 on a weapon attack roll, the next weapon attack roll you make is made with advantage.



LUCKY NECKLACE

MARIUS'S PORTABLE STAGE

Wondrous item, uncommon

This item appears to be an ordinary piece of wood. It is approximately one square foot and weighs less than a pound. If you place this piece of wood on the ground and speak the command word, it will instantly transform into a stage five feet wide and two feet tall with you standing at the center. If there is not room to deploy a stage, it will instead become a podium. If there is not room for either of these items, the activation fails. You can speak the command word a second time to transform the stage or podium back into the piece of wood.

While standing atop the stage or behind the podium, your voice is amplified to three times its normal volume and you have advantage on Charisma (Persuasion) checks against ordinary townsfolk.

MASK OF THE WITCH DOCTOR



MASK OF THE WITCH DOCTOR

Wondrous item, very rare (requires attunement)

While wearing this wooden mask decorated with the feathers and bones of wild beasts, you gain a +1 bonus to your AC. Additionally, while wearing this mask you have the ability to conjure totems. You can use an action to create a magical totem at an unoccupied space you can see within 30 feet. This totem is a tiny object with AC 12 and 15 hit points. The totem persists for 1 minute or until destroyed. You may only have one totem active at a time and once you have summoned a totem you can't summon the same type again until the next dawn.

Invigorating Totem. On initiative count 20 (losing initiative ties), a creature of your choosing within 30 feet of the totem regains 1d10 hit points.

Empowering Totem. Allies within 30 feet of the totem deal an additional 1d6 force damage with all weapon attacks.

Impeding Totem. The area within 50 feet of this totem is considered difficult to terrain for creatures that are hostile towards you.

MAUL OF THE MARAUDER

Maul, uncommon

While attuned to this weapon, you can replace one of your attacks with a brutal sweeping attack. You make an attack against each enemy within 5 feet of you, making a separate attack roll for each enemy. You may use this special attack a number of times per day equal to your Strength modifier (minimum 1).

MOLTEN MAUL

Maul, uncommon (requires attunement)

This powerful maul is crafted from an alloy of obsidian and adamantine. A tube filled with lava that never cools runs through the full length of the weapon's handle, causing the weapon to always be warm to the touch. While wielding this weapon, you can use a bonus action to cause the maul to shed bright light in a 10-foot radius and dim light for an additional 10 feet for 1 hour.

You can use an action to smash the maul into the ground, causing a seismic shock to rumble forth in a 30-foot cone. Flames erupt from large cracks formed by the impact of the maul. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Once this feature has been used, it cannot be used again until the next dawn.

OBSIDIAN AMULET

Wondrous item, uncommon (requires attunement)

When you become attuned to this item, choose bludgeoning, piercing, or slashing. As long as you are wearing no armor and are not using a shield, you have resistance to non-magical damage of the chosen type. During a short rest, you may choose to change the associated damage type for this amulet.

OBSIDIAN CHAINMAIL

Chainmail, rare (requires attunement)

While wearing this black obsidian chainmail, whenever you are dealt fire damage by an enemy, the armor becomes empowered for one minute. While empowered, your melee weapon attacks deal an additional 1d6 fire damage and enemies that hit you with an attack while within 5 feet of you take 1d6 fire damage. The armor also sheds bright light in a 10-foot radius and dim light for an additional 10 feet while empowered.

OVERGROWTH ARMOR

Light or medium armor, rare (requires attunement)

This armor is covered in rough bark and wrapped in thick roots. You can use an action to speak a command word and cause roots surrounding this armor to implant themselves in the ground around you for up to 1 minute. This ability only works if used outdoors or if the floor is made of a soft material. You can end this rooted status as a bonus action on any subsequent turn. Once this feature has been used, it cannot be used again until the next dawn.

While rooted you gain the following traits:

- You are considered grappled and cannot be moved against your will.
- Your AC can't be less than 16.
- At the start of your turn, as long as you have at least 1 hit point, you regain 1d4 hit points.
- You gain a vine whip attack with a 15 ft. reach. This uses your Dexterity modifier + your proficiency bonus for its attack roll and deals 1d10 + Dexterity modifier slashing damage on hit.

PHOENIX PENDANT

Wondrous item, rare

This beautiful ruby pendant has the appearance of a phoenix flourishing its wings. If you smash this pendant on the ground within 5 feet a creature that has died within the last 10 minutes, flames lash out of the remnants of the pendant and surround the body of the deceased. After a few seconds, the flame subside and the creature is returned to life with 1 hit point, covered in ash.

PISTOL OF THE PILLAGER

Pistol, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use a bonus action to place a gold piece into a slot on the back of the gun to cause it to become supercharged for the next minute. During this time, you score a critical hit on a roll of 19 or 20 with this weapon and projectiles fired from this pistol ignore resistances. Once you have used this feature, it can't be used again until the next dawn.

PITONS OF ASCENSION

Wondrous item, uncommon

You can use an action to speak the word "ascend" while standing near a surface you wish to climb. Doing so will cause these pitons to float up and automatically embed themselves in a surface as long as it is made of stone or a similar material. These are evenly distributed and one set of pitons is enough to climb up a surface 100 ft. tall with adequate rope.

PORTABLE DART TRAP

Wondrous item, common or uncommon

This four cubic inch wooden box serves as a one-time use dart trap. The back side of the box has a paper covering that can peeled off to reveal a sticky adhesive beneath that can be fixed to any wood or stone wall with thirty seconds of continuous pressure. Engaging a button on the bottom of the box releases a string twelve feet in length that when severed causes the spring loaded darts within the box to fire out of the front of the box.

It takes one minute to fully set this trap and can be used to defend a hallway up to 10 feet in width. A creature that breaks the string of the trap must succeed on a DC 13 Dexterity saving throw or take 4d4 piercing damage. A creature with a passive Perception of 13 or higher notices the box or its string and knows that it is a trap.

Versions of this trap that are better camouflaged or that fire poisonous darts are available, but they come at the uncommon rarity and cost significantly more.

PORTABLE SPIKE TRAP

Wondrous item, uncommon or rare

This one foot wide, one foot tall, one inch thick wooden box serves as a one-time use spike trap. The box has hinges on the edge and can unfold to cover a 4-ft square area that must be flat. When unfolded, there is a button on the right side of the trap that activates it, at which point it starts to slowly descend into the surface upon which it is resting.

Over the course of ten minutes, the box sinks further and further down until it has created a ten foot deep hole. The trap can only burrow through six inches of solid stone, the rest must be dirt or another soft material, otherwise the magic that fuels this device runs out prematurely and the trap does not activate. Once the hole has been dug, a set of vicious spikes pop up out of the box, ready to impale anyone unfortunate enough to step into the trap.

A creature that steps into the same space as the spike trap must succeed on a DC 13 Dexterity saving throw or fall down the hole, taking 4d6 piercing damage and becoming trapped unless they are capable of escaping the hole. A creature with a passive Perception of 13 or higher notices the hole in the ground and can identify it as a trap.

Versions of this trap with poisonous spikes, that drop the victim down a deeper hole, or can burrow through stone are available, but they are rare and cost significantly more.

POTION OF THE CHAMPION

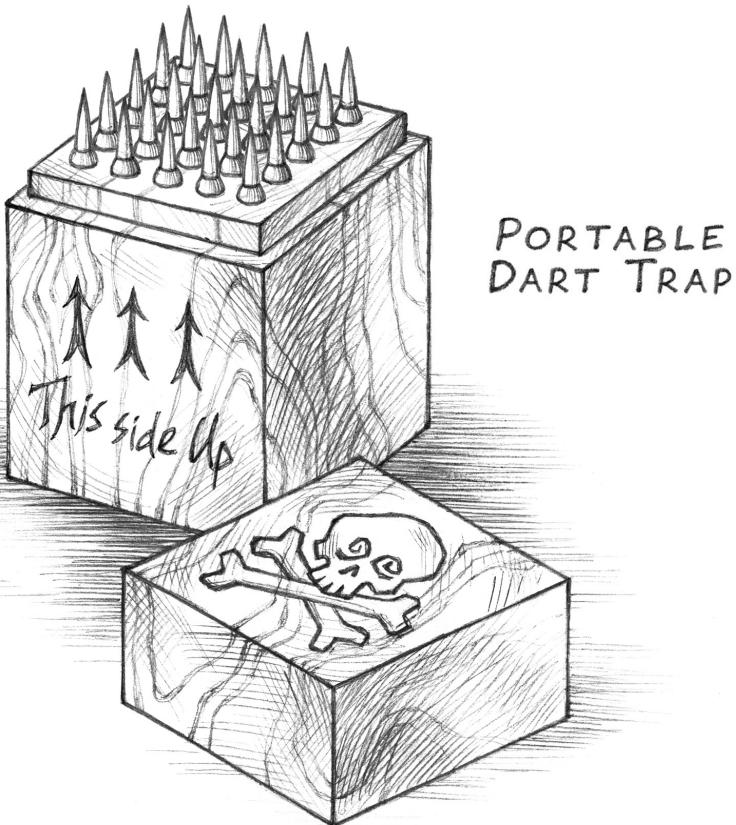
Wondrous item, very rare

Your Dexterity and Strength scores become 19 for the next hour.

POTION OF GLACIAL ARMOR

Potion, uncommon

When this potion is consumed, if you are wearing no armor, a set of glacial platemail instantly forms around you. If you are wearing armor, it is simply reinforced with magical ice to cover your weaknesses. This armor provides you with an AC of 18 and gives you resistance to cold damage. You are considered proficient with this armor and it is light enough for anyone to wear with comfort. This armor persists for 10 minutes, after which the armor shatters to snow that fall harmlessly to the ground.



POTION OF INSTA-FROST

Potion, uncommon

Pouring this potion into a body of water will cause it to instantly freeze if it is 10,000 cubic feet or smaller, otherwise it will simply cause the temperature of the water to plummet. This ice persists for 1 hour before beginning to melt. The full bottle must be expended, no matter the size of the body of water.

POTION OF KINGS

Wondrous item, very rare

Your Charisma and Constitution scores become 19 for the next hour.

POTION OF THE SCHOLAR

Wondrous item, very rare

Your Intelligence and Wisdom scores become 19 for the next hour.

POTION OF TREASURE FINDING

Consumable, rare

After consuming this potion, you can see an ethereal trail on the ground that guides you to the most valuable item within 1 mile. This does not factor in items within 30 feet of you. This guides you through existing passageways and will even guide you towards hidden doorways if they would serve as a faster route to the destination. This potion does not factor in whether or not these pathways are blocked by locked doors, however, so the most direct route may not always be the most accessible.

QUILL BLADE

Wondrous item, uncommon

This item has the appearance and even functions as an ordinary writing quill. When the command word is spoken, the quill transforms into a longsword until the command word is spoken again. There is no way to detect that this item is out of the ordinary except through magical means.

QUILT OF PLENTY

Wondrous item, uncommon

The first time you unfold this 6 foot by 6 foot quilt each day, it contains a large woven basket. Within this basket is a banquet with enough food to feed 4 people for a single meal or 2 people for a day. Any uneaten food created by this quilt disappears at midnight.

RAPIER OF DAZZLING DISPLAYS

Rapier, uncommon

As an action, you may flourish this lovely weapon. A creature of your choosing within 60 feet of you that can see this display must succeed on a DC 13 Wisdom saving throw or become charmed by you. While charmed, the target drops anything it is holding and uses its action to cheer and applaud your performance on its turn. You can use your action on subsequent turns to continue this performance and maintain the charm. You can continue this performance for a maximum of 1 minute and the charm is immediately broken if the target is damaged. Once this feature has been used, it cannot be used again until the next dawn.

RING OF ENDURANCE

Wondrous item, uncommon

While wearing this ring, whenever you roll for initiative you regain one of your expended hit die.

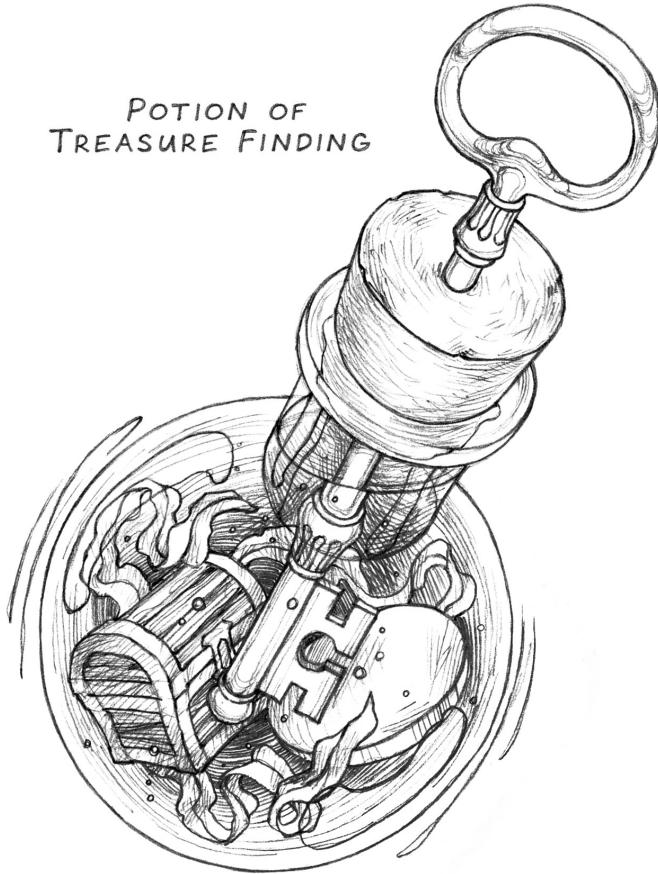
RING OF THE HYDROMANCER

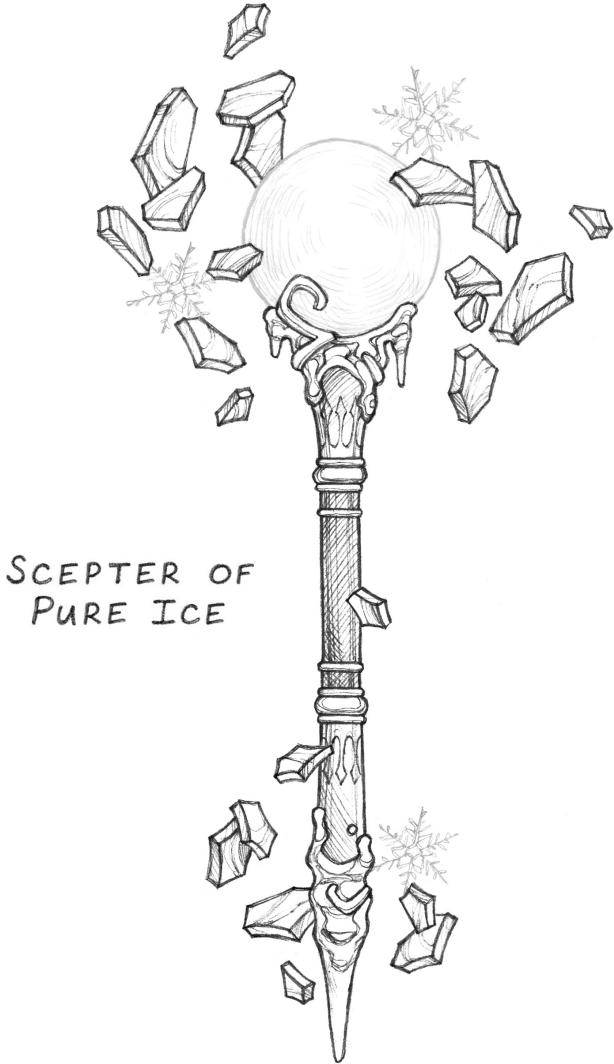
Wondrous item, rare (requires attunement)

While wearing this ring, you gain a swimming speed of 30 feet and can breathe underwater. Once per day you can use your action to bind two targets - creature or object - together with a stream of ice cold water. If either target tries to move more than 20 feet away from its bound partner, it must expend 2 feet of movement for every 1 foot traveled and if both targets take 1d8 cold damage for every 5 feet it travels. This effect persists for 1 minute or until the targets move at least 50 feet apart.

This ring has 9 charges. It regains 1d6 + 3 expended charges daily at dawn. You can use an action to expend 1 or more of the ring's charges to cast one of the following spells from it: *shape water* (1 charge), *create or destroy water* (2 charges), *water breathing* (3 charges), *tidal wave* (4 charges)*.

Spells cast using the ring have a DC 15 saving throw. While it is actively raining or you are completely submerged in water, the saving throw increases to 17.





SCEPTER OF PURE ICE

RING OF THE RECKLESS

Wondrous item, rare

While wearing this ring, you thrive on the adrenaline brought on by the fear of death and in return it protects you and allows you to fight on through the pain. As long as there are 3 or more hostile creatures within 10 feet of you, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

SCEPTER OF PURE ICE

Wondrous item, rare (requires attunement)

While attuned to this item, when you are dealt cold damage, reduce the total damage taken by 5. Additionally, you cannot gain exhaustion as the result of bitter cold weather. Once per day you can use an action to create a bridge of ice. This bridge is up to 30 feet long and 5 feet wide and must be between and two points you can see within 120 feet. This bridge turns to snow after 10 minutes.

The scepter has 9 charges. It regains $1d6 + 3$ expended charges daily at dawn. You can use an action to expend 1 or more of the scepter's charges to cast one of the following spells from it: *ice knife* (1 charge), *Snillocc's snowball swarm* (2 charges), *sleet storm* (5 charges).

Spells cast using the scepter have a +7 bonus to hit and a DC 15 saving throw. In areas within 1 mile of natural snow or ice, this increases to a +9 bonus to hit and a DC 17 saving throw.

SHARD OF THE FALLEN STAR

Dagger, legendary (requires attunement)

While wielding this ancient dagger crafted from the shard of a meteor, you gain a +3 bonus to spell attack rolls. It also has the following properties. When one of these properties is used, it cannot be used again until the next dawn.

Dancing Stars. Motes of light dance around you for the next hour or until you dismiss them. These motes exude bright light in a 20-foot radius and dim light for an additional 20 feet.

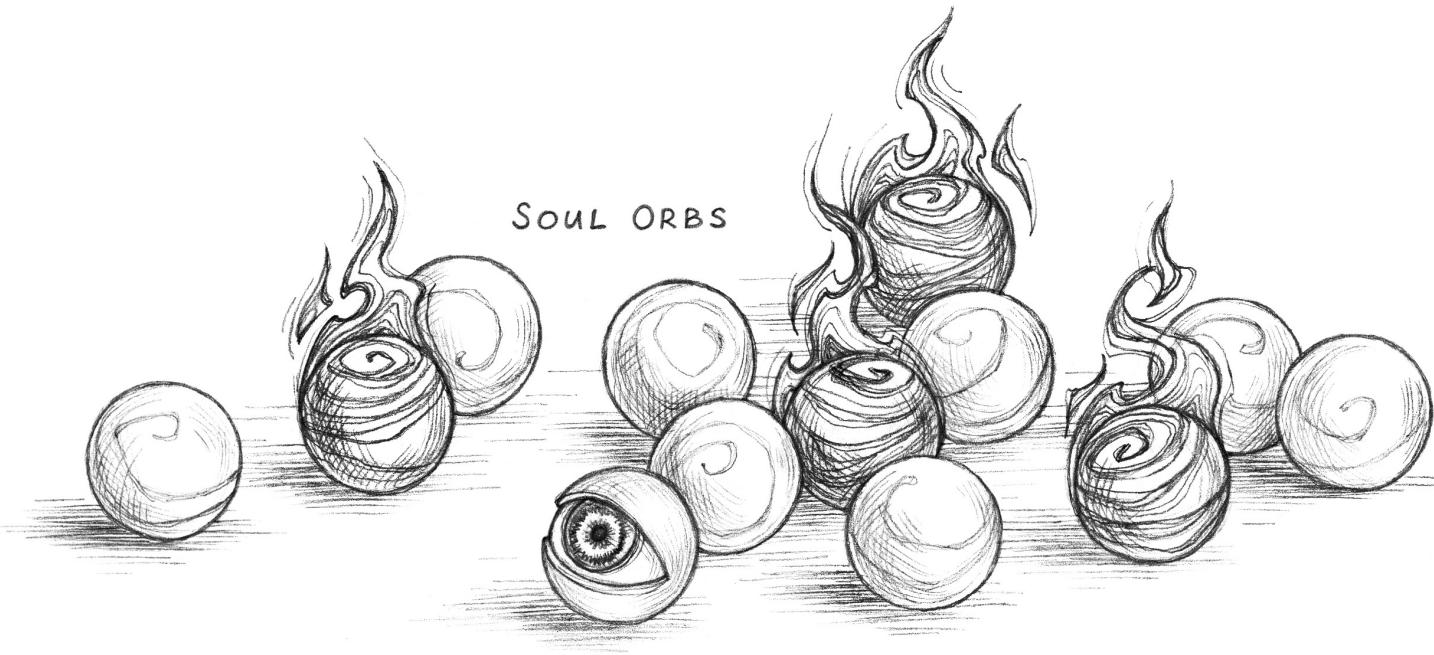
Meteor Shield. As a bonus action, you conjure dozens of tiny meteor shards that will automatically deflect attacks against you in combat. For the next minute, your AC becomes equal to $13 + \text{your Dexterity modifier} + \text{your Intelligence modifier}$.

Starfall. As an action, you summon a point of brilliant radiant energy at a point in the sky you can see within 150 feet and bring it crashing to the ground with immense force. Each creature within 20 feet of the point of impact must make a DC 19 Dexterity saving throw, taking $12d8$ radiant damage on a failed save, or half as much damage on a successful one. A creature that fail this save by 5 or more is also blinded until the end of its next turn.

Step Through the Stars. As a bonus action, you vanish in a blinding flash of light and reappear with an equally bright flash in an unoccupied space you can see within 300 feet. Each creature within 10 feet of your starting or finishing location must succeed on a DC 19 Constitution saving throw or be blinded until the beginning of its next turn.



SHARD OF THE FALLEN STAR



SICKLE OF THE PLAGUE BRINGER

Sickle, uncommon (requires attunement)

While wielding this sickle, when an enemy hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to unleash a swarm of insects at your attacker. That creature must make a DC 13 Constitution saving throw, taking $4d4$ poison damage and becoming poisoned until the end of your next turn on a failed save, or half as much damage and not poisoned on a successful one. Once you have used this feature, you can't use it again until the next dawn.

Additionally, you can use your bonus action to cause the sickle to drip with a vile poison. Attacks with this weapon deal an additional $1d4$ poison damage for the next minute. Once you have used this feature, you can't use it again until the next dawn.

SILVERWARE OF CLEANSING

Wondrous item, rare

Any food eaten using this sterling silver utensils are immediately cleansed of any basic poisons that may have tainted them. Exceptionally powerful poisons still result in debilitating effects, including unconsciousness or great harm, but will never kill the intended victim.

SOUL ORBS

Wondrous item, legendary (requires attunement)

This set of thirteen 2-inch diameter orbs are capable of imprisoning the souls of living entities and expending them as resources to grant boons. These are typically in the possession of powerful demon lords, but can do great harm when they fall into the hands of mortals. These orbs are grey in color, but glow royal purple when a soul have been captured within them. While you are attuned to these orbs, they orbit your body, following you wherever you go.

If a sentient humanoid creature is killed within 60 feet of you, you can choose to trap the soul of that creature within an empty orb. If you choose to do so, that creature cannot be resurrected with any spell except *wish*, which removes the soul from the orb and returns it to the creature. When you capture a soul, you immediately gain 15 temporary hit points for 1 hour.

As a bonus action, you can choose to expend one of these souls to grant yourself one of the following benefits:

- Your next weapon attack deals a bonus $4d6$ necrotic damage.
- You regain $4d6$ hit points.
- Your next attack roll is made with advantage.
- Enemy attacks against you have disadvantage until the end of your next turn.

SPARK CUBES

Wondrous item, uncommon

These six small white cubes are the size of an ordinary set of dice and vibrate faintly when touched. When the command word is spoken, these cubes will adhere to any smooth surface for up to 8 hours. A creature with a passive Perception of 13 or higher notices these cubes, but may not know what they are on first glance.

When a second command word is spoken, the cubes become active and trigger the next time a creature passes between any two of these cubes. A creature that does so must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one. Once these cubes have been used to shock an enemy, they fall to the ground and lose their electric properties until the next dawn.

SPEAR OF DIVINITY

Spear, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit an attack using this spear, the target takes an extra 1d6 radiant damage. When you become attuned to this celestial weapon, you grow a set of beautiful angel wings and gain a flight speed of 40 ft. You also gain the ability to speak, read, and write celestial.

Additionally, you can use an action to invoke any of the following traits of the spear:

- **Glow** - The spear begins to shine and casts bright light in a 30-foot radius area and dim light for another 30 feet. You can dismiss this at any time.
- **Crumble (3/Day)** - Target undead within 60 feet must succeed on a DC 20 Constitution saving throw or immediately die if it has less than 75 hit points.
- **Burn (2/Day)** - You cast the *sunbeam* spell with a spell save DC 19.
- **Divine Intervention (1/Decade)** - A powerful celestial entity appears and grants you a divine favor when you need it most. This intervention can be in the form of a celestial ally in combat, a mass teleportation spell, the resurrection of an ally beyond the help of ordinary magics, or any other such helpful action. You may make a request, but the ultimate result of this call for aid is up to your DM. If you would die while holding this weapon, this effect automatically triggers if it is available.

STAFF OF DISTORTION

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff has 9 charged. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *blur* (2 charges), *mirror image* (2 charges), *haste* (3 charges), *slow* (3 charges).

The staff regains 1d6 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff slowly fades away and disappears forever.

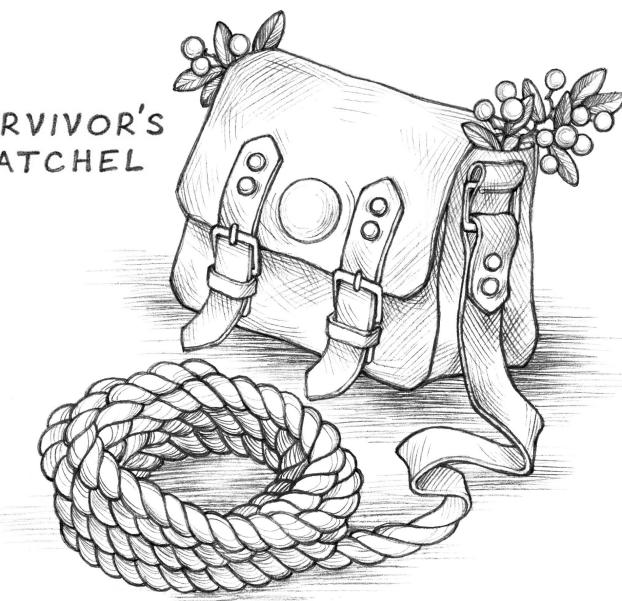
STAR OF PROTECTION

Wondrous item, rare

You can use an action and speak a command word as you hurl this small star-shaped trinket high into the air. When you do so, it will hover 30 feet above the ground and cast bright light in a 90-foot radius area and dim light for another 90 feet. If something obstructs the star from rising to its full 60 feet in the air, the star fails to activate and falls to the ground. Any creature friendly to you standing in the bright light cast by this star has advantage on saving throws against being frightened and has its AC increased by 1. After 1 minute, the star goes dim and falls back to the ground. Once you have used this feature, it cannot be used again until the next dawn.



SURVIVOR'S SATCHEL



SURVIVOR'S SATCHEL

Wondrous item, rare

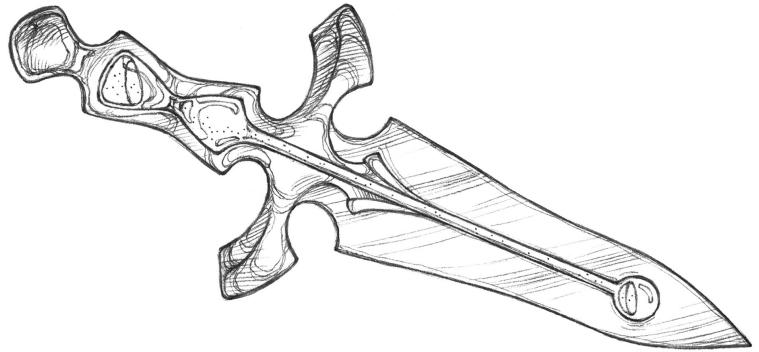
Within this satchel are a number of items that can be used by any adventurer to help endure the hardships of the harsh wilderness. Each part of the satchel can be put to good use if the person carrying it knows basic survival skills. The features of the satchel are as follows:

- The strap of the satchel can be removed. Speaking the word "rope" changes it to 50 ft. of hemp rope. Speaking the word "chain" transforms it into 20 ft. of chain. Speaking the word "strap" returns it to its ordinary form.
- One of the pouches within the satchel holds a single branch. Each morning this branch grows 1d4 goodberries up to a maximum of 10. These goodberries heal 1 hit point and provide sustenance for an entire day.
- Attached to the front of the satchel is a small, round yellow orb. If it is ever removed from the satchel, it begins to glow. This casts bright light in a 15-foot radius area and dim light for another 15 feet.
- Speaking the word "shelter" causes the satchel to spring up into a tent large enough to hold 4 medium creatures comfortably. Any items that were contained in the bag when this command word is spoken are stacked up neatly in the corner of the tent. Speaking "satchel" causes this item to return to normal, but only if the contents of the tent can be contained within the satchel.

TALONS OF FEROCITY

Wondrous item, rare (requires attunement)

These gloves crafted from the fur and claws of a terrifying creature fit over a user's hands like a pair of gloves. While attuned to these gloves, your unarmed attacks deal 1d4 + your Dexterity modifier slashing damage. Additionally, when you are in the form of an animal, you gain a +2 bonus to your attack and damage rolls.



TEMPORAL DAGGER

TARRAKETH'S PLATE MAIL

Plate mail, legendary (requires attunement)

While wearing this armor, you gain a +2 bonus to AC. This well-crafted set of plate mail is adorned with spikes and the tusks of fallen orcs. It has been dyed black with a combination of navy blue and blood red trimmings. Black chains are twisted around various pieces of the armor, but these serve for intimidation rather than any practical purpose.

You gain these benefits while wearing this plate mail:

- You have darkvision out to a range of 120 feet.
- You can speak, read, and write Orcish and Abyssal.
- You have resistance to necrotic damage.
- When a hostile creature dies within 60 feet of you, you gain 10 temporary hit points.

Curse. Once you don this cursed armor, you can't remove it unless you are targeted by the remove curse or similar magic. This allows you to remove the armor, but does not remove the curse itself from the equipment. While wearing this armor, whenever you are reduced to 0 hit points, your soul is ripped from your body, stored in a onyx gemstone, and teleported to a demon lord in The Abyss.

TEMPORAL DAGGER

Dagger, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls while wielding this magic weapon which grants you a deep control over the flow of time. As long as you are attuned to this dagger, you do not age.

It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Decay. When you hit a creature with this dagger it must succeed on a DC 20 Constitution saving throw or age 1d20 years.

Hasten. You can use an action to create a 20-foot diameter dome of haste at a location you can see within 120 feet. Allied creatures that remain within this dome have the benefits of the *haste* spell. This dome persists for one minute.

Pause. You can cast the *time stop* spell.

Recuperate. You meditate with this weapon for 10 minutes, gaining the benefits of a short rest upon completion.

TORCH OF ENDLESS SUMMER

Wondrous item, uncommon

No matter how much this torch burns, its fuel is never expended. This torch provides additional heat to anyone within 10 feet of its flame, protecting them from all but the harshest cold weather. Additionally, any snow that comes within 5 feet of this torch while it is lit is immediately melted. This feature does not have any effect on ice beyond the heat of an ordinary torch.

TRIFECTA SHIELD (LEGENDARY)

Shield, legendary (requires attunement)

This shield has three distinct sections: one green, one red, and one blue. While holding this shield, one of these sections is always active. The active portion shines vibrantly while the others remain dim. Special bonuses are provided depending on which section of the shield is active. To switch the currently active mode for the shield, you must use your bonus action and speak the corresponding command word. The benefit provided by each of these portions of the shield are as follows:

- Green – Your healing spells restore an additional 1d4 hit points per spell level expended.
- Red - Your melee weapon attacks deal an additional 1d8 fire damage.
- Blue - This shield provides a +2 bonus to AC in addition to the shield's normal bonus to AC.

Each individual portion also has a property that can be unleashed as an action while that portion of the shield is active. Once one of these properties has been used, it can't be used again until the next dawn.

- Green - All allies within 30 feet recover 30 hit points and lose 1 level of exhaustion.
- Red - A massive burst of flame erupts from the shield in a 30 foot cone. Each creature in this area must make a DC 19 Dexterity saving throw, taking 12d10 fire damage on a failed save, or half as much damage on a successful one.
- Blue - For the next minute, the shield produces a protective aura. You and all allies within 30 feet have advantage on saving throws.

VOLTAIC SHIELD

Shield, uncommon (requires attunement)

While attuned to this shield, whenever you would be hit by a ranged weapon attack you may use your reaction to gain a +5 bonus to your AC. If this causes the attack to miss, you launch a bolt of lightning back at the attacker. That creature must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much on a successful one. Once you have used this feature it can't be used again until you finish a short or long rest.

VORTEX LIGHT HAMMER

Light hammer, uncommon

You can use an action to shout this weapon's command word and toss it into the air. It explodes into 50 ethereal hammers that spiral around you in a 15-foot radius protective swarm that moves with you and persist until the beginning of your next turn. This area is considered difficult terrain for all creatures hostile towards you. Whenever an enemy starts its turn within range of these hammers or you move the hammers into an enemy creature's space for the first time on a turn, it must succeed on a DC 13 Dexterity saving throw or take 2d4 force damage. Enemies must repeat this saving throw for every 5 feet of movement they willingly take through the swarm of hammers. Once you have used this feature, you can't use it again until the next dawn.

WEAPON OF THE MAGESLAYER

Any weapon, uncommon

When you hit a creature that is concentrating on a spell with this weapon, that creature makes its concentration check with disadvantage.

WEATHER ORB - BLIZZARD

Wondrous item, very rare

Smashing this orb on the ground causes a powerful blizzard to form over 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours, creates 3 inches of snow per hour, and drops the temperature to dangerously freezing levels. For each hour a creature is in this area and not wearing proper clothing, it must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion. While the storm persists, vision in this area is heavily obscured. Once eight inches of snow has fallen, the area becomes difficult terrain. Once the storm has ended, the weather returns to normal over 10 minutes (though the snow persists until it melts naturally).

WEATHER ORB - LIGHTNING STORM

Wondrous item, very rare

Smashing this orb on the ground causes a vicious lightning storm to form over 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours, produces half an inch of water per hour, and causes the area to become heavily obscured. Creatures outdoors during this storm are constantly at threat of being struck by lightning. For every ten minutes a creature is outdoors during the storm, roll a d10. On a result of 1, a bolt of lightning strikes at that creature's location. That creature must succeed on a DC 15 Dexterity saving throw or take 10d10 lightning damage. Once the storm has ended, the weather returns to normal over 10 minutes.

WEATHER ORBS



WEATHER ORB - RAIN

Wondrous item, uncommon

Smashing this orb on the ground causes a rainstorm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours and produces a quarter of an inch of rain per hour. While the storm persists, vision in this area is lightly obscured. Using this item while a natural storm is already in effect instead doubles the duration of the storm as well as the rainfall per hour. Once the storm has ended, the weather returns to normal over 10 minutes.

WEATHER ORB - SNOW

Wondrous item, rare

Smashing this orb on the ground causes a snowstorm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours, creates 1 inches of snow per hour, and drops the temperature considerably. While the storm persists, vision in this area is lightly obscured. Once eight inches of snow has fallen, the area becomes difficult terrain. Using this item while a natural snow storm is already in effect instead doubles the duration of the snow storm as well as the amount of snow that falls per hour. Once the storm has ended, the weather returns to normal over 10 minutes (though the snow persists until it melts naturally).

WEATHER ORB - CLEAR SKIES

Wondrous item, uncommon

Smashing this orb on the ground causes any current weather effects to end over the next 10 minutes in a 1 mile radius area. Clouds are cleared from the sky and the temperature increases to a nice, comfortable level. This effect persists for 2d6 hours. Once this effect has ended, the weather returns to normal over 10 minutes.

WEATHER ORB - TORNADO

Wondrous item, legendary

Smashing this orb on the ground causes a powerful tornado to form at the location of the orb over the next 10 minutes. The tornado has a radius of 30-feet when it reaches its full size. This tornado begins moving in a random direction at a rate of 30 feet per round and persists for 1d4 hours.

The tornado sucks up any Large or smaller objects that aren't secured to anything and that aren't worn or carried by anyone. A creature must make a Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space. A creature takes 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the tornado until it disperses. When a creature starts its turn restrained by the tornado, the creature is pulled 5 feet higher inside it. A restrained creature moves with the tornado and falls when the weather effect ends, unless the creature has some means to stay aloft. A restrained creature can use an action to make a Strength or Dexterity check against a DC 18. If successful, the creature is no longer restrained by the tornado and is hurled 4d10 × 10 feet away from it in a random direction.

This tornado also deals 20 bludgeoning damage per round to any structure within 30 feet of it. If a structure drops to 0 hit points from this effect, it shatters into debris which is carried up into the tornado along with any of its inhabitants.

WEATHER ORB - WINDSTORM

Wondrous item, rare

Smashing this orb on the ground causes a windstorm to form over the next 1 minute in a 1 mile radius area. This storm will persist for 2d6 hours and causes powerful winds to rip through the area. While the storm persists, any open flames are immediately extinguished, any gases or vapors are dispersed, and all creatures must spend 2 feet of movement for every 1 foot they move when trying to move against the wind. Objects weighing under 3 pounds are easily tossed aside and carried away by the storm. Additionally, all ranged weapon attacks made while within the storm are made at disadvantage. Once the storm has ended, the weather returns to normal over 1 minute.

PAIRED ITEMS

While paired magic items are individuals powerful and useful, when combined with their intended mate they are greater than the sum of their parts, providing some interesting and devastating abilities. It is suggested that you distribute these items to your players separately, allowing someone to use one half of the set before the other is introduced at a later date.

EMBRACE OF THE TITAN

HELM OF THE DREAD TITAN

Wondrous item, rare (requires attunement)

While wearing the black painted full-helm, you gain the following benefits and detriments:

- Your Constitution score increases by 2, to a maximum of 20.
 - You gain resistance to necrotic damage and vulnerability to radiant damage.
 - Your vision is cast to shades of gray, except for living creatures which are outlined in a blue aura, allowing for precise strikes on the living even in total darkness.

Curse. This helmet is cursed, and becoming attuned to it extends the curse to you. You become immediately attuned to the helm when you put it on, even if you are already attuned to three items. Spikes erupt from the helmet and dig into your throat for as long as you remain cursed. Any attempt to remove the helm causes intense pain and removing it completely deals 12d10 necrotic damage. The helmet is menacing, causing most ordinary folk to fear you and others to distrust you.

Paired Set. If used in conjunction with the Greatsword of Filth, additional benefits are granted:

- You gain immunity to necrotic damage
- Your Constitution score increases by an additional 2 and can exceed 20, but your Wisdom score is reduced by 2.
- You can use an action to call on the spirits of these items and transform into a titan for up to one minute. You become a Huge creature, your Strength score increases to 24, and you gain 40 temporary hit points. This transformation can only occur once per day and only works if the area can accommodate a Huge creature. When this effect wears off, you must succeed on a DC 10 Wisdom saving throw or become a slave to the will of the equipment and be doomed to roam the lands as a Dread Titan.

GREATSWORD OF FILTH

Wondrous item, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While wielding the sword also you gain the following benefits and detriments:

- This greatsword deals an extra 1d6 necrotic damage to any target it hits.
- Your Wisdom score is reduced by 2.
- Humanoid creatures with a CR less than your proficiency bonus that are slain by this blade must succeed on a DC 13 Wisdom saving throw as they die or become reanimated. These corpses obey your commands for one hour or until you dismiss them and allow them to die.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. If you pick up this weapon, it immediately becomes attuned to you, even if they are attuned to three magic items already. If the sword is ever more than twenty feet from you, your hand will begin to decompose at an alarming and incredibly painful rate, withering away completely after 10 minutes. Once the hand has withered away, the decay will continue working up your arm over the next hour until it completely rots away as well.

Paired Set. If used in conjunction with the Greatsword of Filth, additional benefits are granted:

- You gain immunity to necrotic damage
- Your Constitution score increases by an additional 2 and can exceed 20, but your Wisdom score is reduced by 2.
- You can use an action to call on the spirits of these items and transform into a titan for up to one minute. You become a Huge creature, your Strength score increases to 24, and you gain 40 temporary hit points. This transformation can only occur once per day and only works if the area can accommodate a Huge creature. When this effect wears off, you must succeed on a DC 10 Wisdom saving throw or become a slave to the will of the equipment and be doomed to roam the lands as a Dread Titan.

FIRE AND LIGHTNING

SCORCH

Shortsword, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You also gain the following benefits:

- Once per day, you can cast *fireball* with a save DC of 15.
- You can use your bonus action to speak the name of this weapon and cause lava to flow through rifts in the blade. For the next minute, attacks with this weapon deal an extra 1d6 fire damage. Once you have used this feature, you can't use it again until the next dawn.

Paired Set. If you are also attuned to Shock, the following additional benefits are granted:

- Once per day as a bonus action, you can transform Scorch and Shock into a +2 double-bladed polearm for one minute. This weapon has the two-handed, reach, and finesse properties and deals 1d10 slashing damage. If you are proficient with short swords, you are also proficient with this weapon. Each time you attack with this weapon, you must choose if you would like to make the attack with the Scorch or Shock end of the polearm. If you choose Scorch, your attack deal an extra 2d6 fire damage and ignore fire resistance. If you choose Shock, your attack deal an extra 2d6 lightning damage and any creature hit can't take reactions until the end of its next turn.

SHOCK

Shortsword, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You also gain the following benefits:

- Once per day, you can cast *lightning bolt* with a save DC of 15.
- You can use your bonus action to speak the name of this weapon and cause lightning to spark from the end of the blade on each attack. For the next minute, attacks with this weapon deal an extra 1d6 lightning damage. Once you have used this feature, you can't use it again until the next dawn.

Paired Set. If you are also attuned to Scorch, the following additional benefits are granted:

- Once per day as a bonus action, you can transform Scorch and Shock into a +2 double-bladed polearm for one minute. This weapon has the two-handed, reach, and finesse properties and deals 1d10 slashing damage. If you are proficient with short swords, you are also proficient with this weapon. Each time you attack with this weapon, you must choose if you would like to make the attack with the Scorch or Shock end of the polearm. If you choose Scorch, your attack deal an extra 2d6 fire damage and ignore fire resistance. If you choose Shock, your attack deal an extra 2d6 lightning damage and any creature hit can't take reactions until the end of its next turn.

STORM HERALD'S RAIMENT

ROBES OF THE RAIN DANCER

Wondrous item, very rare (requires attunement)

While wearing these robes, your AC is increased by 2. Once per day you can use your action to cause a rainstorm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 1 hour and produces one inch of rain. While the storm persists, vision in this area is lightly obscured. Using this item while a natural storm is already in effect instead doubles the amount of rainfall per hour. Once the storm has ended, the weather returns to normal over 10 minutes.

While it is raining, you can use your reaction to create a shield of water and increase your AC by 3 against a ranged attack that targets only you.

Paired Set. If you are also attuned to the Pendant of the Storm Caller, the following additional benefits are granted:

- Once per day you can use an action to teleport to a point you can see within 300 feet. A 5 foot wide blast of lightning erupts between the point you started and your new location. Each creature in this area must make a DC 17 Dexterity saving throw, taking 10d8 lightning damage on a failed saving throw, or half as much damage on a successful one.
- While either of your storms are active and you are within their range, you gain an additional +1 bonus to your AC. Additionally while these storms are active, you can use your action to call down a bolt of lightning at a point you can see within 120 feet. Each creature within 5 feet of that point must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much damage on a successful one.

AMULET OF THE STORM CALLER

Wondrous item, very rare (requires attunement)

While attuned to this amulet, you deal an extra 1d6 lightning damage with all weapon and spell attacks and your attacks ignore lightning resistance. Once per day you can use your action to cause a lightning storm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 1 hour and blocks all natural sunlight. Using this item while a natural storm is already in effect instead doubles the duration of the storm. While this storm persists, your bonus lightning damage is increased to 1d10. Once the storm has ended, the weather returns to normal over 10 minutes.

Paired Set. If you are also attuned to the Robes of the Rain Dancer, the following additional benefits are granted:

- Once per day, you can teleport to a point you can see within 300 feet. A 5 foot wide blast of lightning erupts between the point you started and your new location. Each creature in this area must make a DC 17 Dexterity saving throw, taking 10d8 lightning damage on a failed saving throw, or half as much damage on a successful one.
- While either of your storms are active and you are within their range, you gain an additional +1 bonus to your AC. Additionally while these storms are active, you can use your action to call down a bolt of lightning at a point you can see within 120 feet. Each creature within 5 feet of that point must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much damage on a successful one.

GARB OF THE BLESSED

CIRCLET OF THE LIFE-GIVER

Wondrous item, rare (requires attunement)

While wearing this circlet crafted of petrified wood and bits of enchanted emerald, your healing spells are pushed beyond their normal capabilities. When you cast a healing spell on a creature that has less than half of its maximum hit points (rounded down), that spell heals for an additional 2d4 hit points. In addition, when you cast a healing spell on yourself, you gain temporary hit points equal to twice the level of spell slot used. While these hit points persist, you are shrouded in ethereal emerald colored leaves.

Paired Set. If you are also attuned to the Orb of Divine Spirits, the following additional benefits are granted:

- Creatures with temporary hit points created from a feature of these items have advantage on Wisdom saving throws.
- When you cast a spell that restores hit points to an ally, you may also cast a cantrip as a bonus action this turn.
- Healing spells cast on a creature with less than half of its hit points maximum heal for an additional 2d6 rather than 2d4.

ORB OF DIVINE SPIRITS

Wondrous item, rare (requires attunement)

While attuned to this orb, you have a connection with other creatures' spirits beyond what ordinary senses are capable of detecting. While attuned to this orb, when you take a short rest and your or an ally within 60 feet of you uses one or more hit dice to restore health, that creature gains temporary hit points equal to the number of hit dice expended for the next hour. A guardian spirit that only you can see hovers around these creatures during this time. While these temporary hit points persist, the protected creature gain a +1 bonus to all saving throws.

Paired Set. If you are also attuned to the Circlet of the Life-Giver, the following additional benefits are granted:

- Creatures with temporary hit points created from a feature of these items have advantage on Wisdom saving throws.
- When you cast a spell that restores hit points to an ally, you may also cast a cantrip as a bonus action this turn.
- Healing spells cast on a creature with less than half of its hit points maximum heal for an additional 2d6 rather than 2d4.

ARMAMENTS OF THE DREADNOUGHT

IMPERIAL BULWARK

Shield, rare (requires attunement)

You gain a +1 bonus to your AC while wielding this magical shield. This bonus is in addition to the shield's normal bonus to AC.

You can use an action to speak a command word and slam this shield to the ground. Doing so causes the shield to transform into a 5-foot wide, 5-foot high wall until the command word is spoken again. While in this form, the shield functions the same as an ordinary stone wall. It has AC 12 and 25 hit points in this form. If these hit points are reduced to 0, this item immediately returns to its shield form and this feature can't be used again until the next dawn.

Paired Set. If you are also attuned to the Heart of Steel, the following additional benefits are granted:

- The wall created by the imperial bulwark has its width increased to 10 feet wide, its AC increases to 15, and its hit points increases to 50.
- The damage reduction feature of the heart of steel now recharges on a short or long rest and can reduce the damage of *any* attack to 20.
- Any critical hit against you becomes a normal hit.

HEART OF STEEL

Plate mail, very rare (requires attunement)

This set of exceptionally well-crafted plate mail ensures that the wearer can never be struck down by a single blow. If ever an attack against you would deal damage equal to half of your hit points maximum (rounded down) or more, you may use your reaction to reduce the damage of that attack to 30 instead. Once you have used this feature, you may not do so again until the next dawn. In addition, when an enemy hits you with more than one attack in a single turn, you have resistance to damage dealt from all attacks past the first.

Paired Set. If you are also attuned to the Heart of Steel, the following additional benefits are granted:

- The wall created by the imperial bulwark has its width increased to 10 feet wide, its AC increases to 15, and its hit points increases to 50.
- The damage reduction feature of the heart of steel now recharges on a short or long rest and can reduce the damage of *any* attack to 20.
- Any critical hit against you becomes a normal hit.

NERZUGAL'S EXTENDED BESTIARY 2



NERZUGAL'S EXTENDED BESTIARY 2

MONSTERS

- (162) Adorable Flufflet / Devious Gremlin
- (163) Aetherspawn
- (168) Ancient Tribal Warriors
- (174) Angels, Corrupted
- (183) Aspects of Emotion
- (186) Conflux Elemental
- (190) Corlapis
- (194) Dire Wolf, Armored
- (195) Floral Creatures
- (202) Fortress Rhino
- (204) Giant Tiki Ant
- (206) Goblins
- (207) Grotesque Leech
- (208) Haunted Tome
- (209) Horrors
- (216) Minotaurs
- (219) Outlaws
- (222) Paper Warriors
- (225) Phoenix
- (227) Primeval Strix
- (229) Rasa
- (234) Rock Worm
- (236) The Runespeaker
- (238) The Runespeaker, Runebound Creatures
- (241) Swarm of Temple Scarabs
- (242) Tomb Guardian

NPCs

- (245) Barbarians
- (246) Bards
- (247) Clerics
- (248) Druids
- (249) Fighters
- (250) Monks
- (251) Paladins
- (252) Rangers
- (253) Rogues
- (254) Sorcerers
- (255) Warlocks
- (256) Wizards
- (257) Multiclass NPCs

APPENDICES

- (267) Appendix A: Monsters By CR
- (269) Appendix B: Monsters By Creature Type

ADORABLE FLUFFLET / DEVIOUS GREMLIN

The adorable flufflet is a charming little creature similar in size to a rabbit. It has large eyes that provide it with excellent darkvision and a set of large ears that can hear predators approaching from great distances. It is also almost irresistibly cute. Flufflets are typically friendly creature and are aware that most intelligent creatures think they are too adorable to harm. The flufflets will exploit this - willingly becoming pets to obtain food, shelter, and safety.

A Sinister Transformation. Unfortunately it is not all fun and games when it comes to flufflets. Long ago their species was cursed and when the conditions are right they transform into awful, devious little gremlins. These conditions being when the flufflet is touched by another creature's blood or when it is exposed to the light of a blood moon. The flufflets know to avoid these things and will do what they can to keep from transforming into these little devils, but many owners are irresponsible or oblivious to this curse.

A Terrible Nuisance. When the flufflet has completed the transformation to a devious gremlin, there is no way to revert them to their previous form. The flufflet and all of its mannerisms and memories are replaced, and a creature with much crueler intentions is left behind. The gremlins do not typically harm individuals directly, but will make their lives miserable in subtle ways. They will steal undergarments from one house and leave them in a neighbor's bedroom, leave tacks pointing face up in the middle of a floor, or sometimes simply set loose a few rats into a home.



DEVIOUS GREMLIN

Tiny fiend (devil), chaotic evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	10 (+0)

Skills Animal Handling +2, Deception +2, Stealth +5

Damage Resistances cold; bludgeoning, piercing, slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 10

Languages Infernal, Common

Challenge 1/2 (100 XP)

Devil's Sight. Magical darkness doesn't impede the gremlin's vision.

Extradimensional Pouch. The gremlin has a pouch that acts as a personal extradimensional space. This pouch can hold up to 8 cubic feet of items weighing a total of up to 300 pounds. When the gremlin dies, the contents of its pouch explode out of its body in a violent eruption.

Magic Resistance. The gremlin has advantage on saving throws against spells and other magical effects.

Mutable Form. The gremlin can move through a space as narrow as one inch wide while squeezing.

Tamer of Beasts. The gremlin has advantage on Wisdom (Animal Handling) checks and Charisma (Persuasion) checks when interacting with Small or smaller beasts. Through sounds and gestures, it can also communicate with Small or smaller beasts.

Actions

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) slashing damage plus 2 (1d4) poison damage.

AETHERSPAWN

Aetherspawn are highly intelligent creatures that were crafted into reality rather than born. No one is quite sure who created the first aetherspawn or when the creatures discovered how to craft additional aetherspawn to continue their society, but they have been around for thousands of years. Their bodies consist of hundreds of small stones that are each engraved with precise magic runes that infuse them with elemental energies. These runes are crafted in an incredibly complex and delicate order and when fully assembled the stones bind together and form a new aetherspawn.

These entities are without sex, without age, and without need for food, water, or air. They typically take on a humanoid form but some have been seen in the form of wolves or even great birds. The schematics to create such an entity have long been lost and the ones that exist have been around for centuries or millennia. The aetherspawn are bound to one of four elements – arcane, lightning, fire, or ice – and it is these primordial magics that give them life.

Attuned with the Elements. The aetherspawn do not die of old age, but must be recharged with powerful elemental energies periodically or they will eventually crumble to a simple pile of stones. This usually requires travel to other planes, but many aetherspawn are drawn to the material plane due to experiments performed by powerful wizards. Their connection to the elements allow them to feel great surges in power and they are drawn to this with an almost insatiable lust. Once a new source of power is found, the aetherspawn will first recharge their own life force, then immediately begin construction of additional aetherspawn. They will continue assembling until the power source is drained, often times increasing their numbers by as many as a hundred in doing so. Once an aetherspawn has been charged, it can survive for as long as fifty years, during which time they will build up small civilizations and temples that will eventually be abandoned when it comes time to recharge again.

Self-Preservation Above All Else. The aetherspawn have a simple goal – survive. They are not explicitly evil nor good, they simply do what must be done to ensure that their race is not left to crumble and be forgotten. They will sometimes aid other races if it is to their benefits, but if a race is protecting a powerful source of elemental magic they will not hesitate to wipe them out and claim the source for themselves. Because of their lack of morality, most consider them quite dangerous and only the bravest of adventurers will approach their settlements. That being said, it is often of great benefit to befriend these creatures for they are quite intelligent and their deep connection to the elements allows them to craft immensely powerful magical items.

SPELLBLADES

Spellblades are the standard warriors among aetherspawn, transforming the stone near their hands into sharpened blades infused with elemental energy on command. These aetherspawn have deadly speed and can use these energy blades to deflect projectiles from striking them and then return fire with sharpened shards of their own. When these spellblades strikes foes, they are temporarily infused with a small bit of energy, and if the aetherspawn manages to hit that same spot again, it detonates in a powerful blast.

RIFT WALKERS

Rift Walkers are an elite tier of aetherspawn warriors. They have learned to teleport short distances in a quick flash of light, striking their enemies with precise elemental infused attacks upon arrival. Their elemental infusions are more powerful than the lower tiers of aetherspawn, but they give up their spellcasting abilities to achieve this strength. In addition, these rift walkers have learned to harness latent energies in the air, and will explode upon death. These rift walkers can be identified by a chasm in their chest that spirals with a whirlpool of energy.

PARAGONS

Paragons are the most powerful of the aetherspawn, typically a result of being infused with a tremendous amount of energy from a rare source of power. They are accelerated to levels that are unobtainable by their kin. They can cast powerful magics, and even upon death, simply fracture into a new set of aetherspawn that can go on to continue fighting. Paragons are a bit larger than the other aetherspawn as the spaces between the rune-etched stones that hold them together wider to accommodate the increased energy these powerful beings command.

AETHERSPAWN

Medium elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	14 (+2)	15 (+2)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons; see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 1 (200 XP)

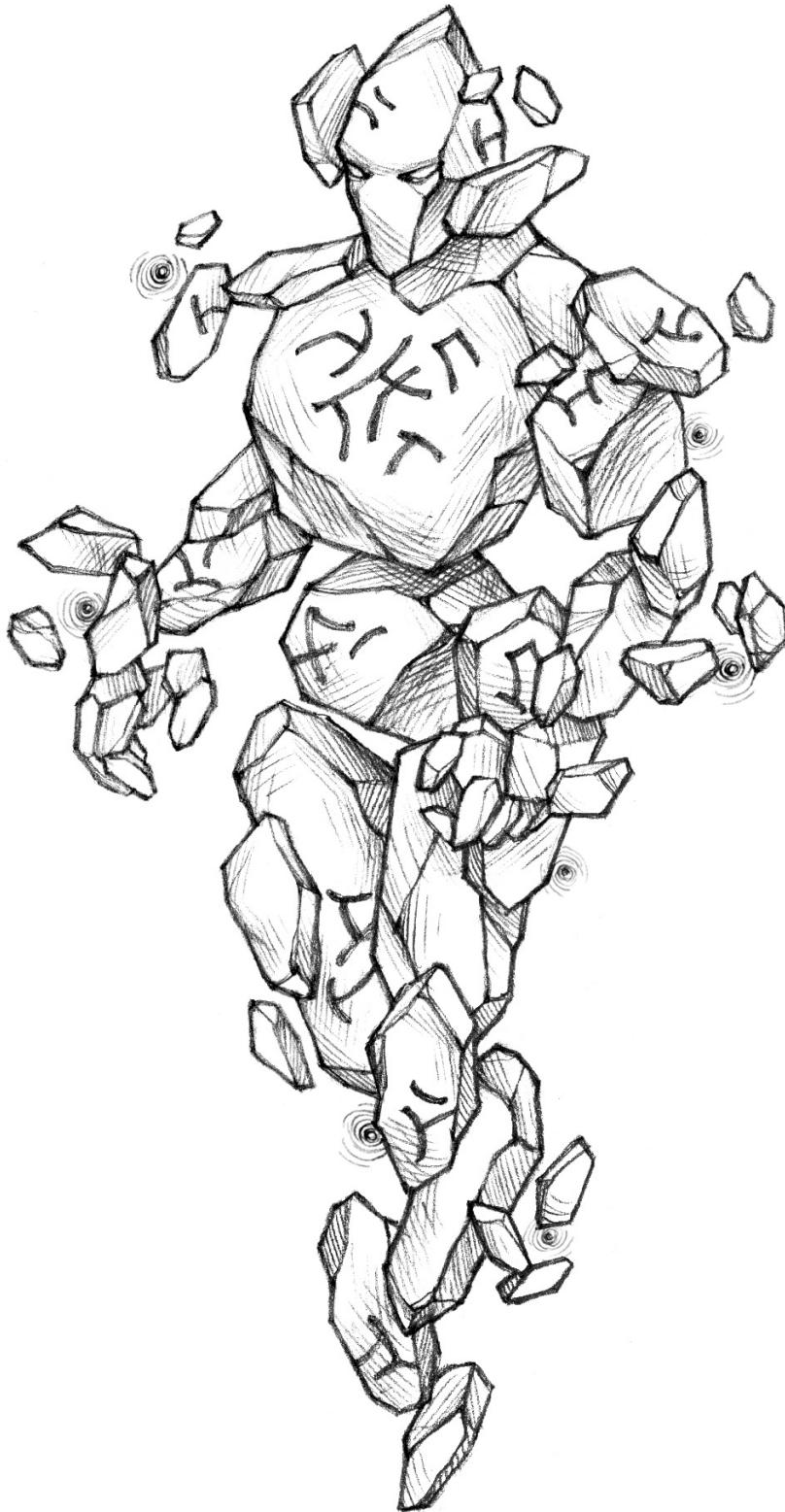
Elemental Attunement. The guardian is infused with either arcane, ice, fire, or lightning energy. The guardian's attacks deal extra damage based upon this element (included in the attack), it has resistances to the corresponding element, and can cast a corresponding elemental spell once per day requiring no material components. The guardian's spellcasting ability is Intelligence (spell save DC 12, +4 bonus to hit).

- Arcane – bonus force damage and resistance to force damage; can cast *magic missile*
- Ice - bonus cold damage and resistance to cold damage; can cast *ice knife*
- Fire – bonus fire damage and resistance to fire damage; can cast *burning hands*
- Lightning – bonus lightning damage and resistance to lightning damage; can cast *witch bolt*

Actions

Aether Blades. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) damage of the type corresponding to the guardian's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) damage of the type corresponding to the guardian's Elemental Attunement.



AETHERSPAWN SPELLBLADE

Medium elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	16 (+3)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons; see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 2 (450 XP)

Elemental Attunement. The spellblade is infused with either arcane, ice, fire, or lightning energy. The spellblade's attacks deal extra damage based upon this element (included in the attack), it has resistances to the corresponding element, and can cast a corresponding elemental spell twice per day requiring no material components. The spellblade's spellcasting ability is Intelligence (spell save DC 13, +5 bonus to hit).

- Arcane – bonus force damage and resistance to force damage; can cast *magic missile*
- Ice - bonus cold damage and resistance to cold damage; can cast *ice knife*
- Fire – bonus fire damage and resistance to fire damage; can cast *burning hands*
- Lightning – bonus lightning damage and resistance to lightning damage; can cast *witch bolt*

Overcharging Strikes. If the spellblade hits the same target with both of its aether blade attacks in a single turn, the target detonates with elemental energy. That creature takes an additional 7 (2d6) damage of a type corresponding to the guardian's Elemental Attunement.

Actions

Multiaction. The spellblade makes two melee attacks.

Aether Blades. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type corresponding to the spellblade's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) damage of the type corresponding to the spellblade's Elemental Attunement.

Reactions

Deflecting Blades. The spellblade raises its aether blades in an attempt to deflect a single target ranged spell or weapon attack that would hit it. The spellblade adds 2 to its AC against that attack. To do so, the spellblade must be able to see the attack.

AETHERSPAWN RIFT WALKER

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	17 (+3)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons; see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 3 (700 XP)

Aether Eruption. When the rift walker dies, it explodes in a burst of elemental energy. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) damage of the type corresponding to the rift walker's Elemental Attunement on a failed save, or half as much damage on a successful one.

Elemental Attunement. The rift walker is infused with either arcane, ice, fire, or lightning energy. The rift walker's attacks deal extra damage based upon this element (included in the attack) and it has resistances to the corresponding element. In addition, each attack with a specific element causes an additional effect.

- Arcane – bonus force damage and target must succeed on a DC 13 Wisdom saving throw or be silenced until the rift walker's next turn; resistance to force damage
- Ice - bonus cold damage and target's speed halved until the rift walker's next turn; resistance to cold damage
- Fire – bonus fire damage and if the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns; resistance to fire damage
- Lightning – bonus lightning damage and target can't take reactions until the rift walker's next turn; resistance to lightning damage

Actions

Multiattack. The rift walker makes two melee attacks.

Aether Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) damage of the type corresponding to the rift walker's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) damage of the type corresponding to the rift walker's Elemental Attunement.

Aether Step (Recharge 4-6). The rift walker teleports up to 60 feet to an unoccupied space it can see. It then makes two aether strike attacks, the first of which is made with advantage.

AETHERSPAWN PARAGON

Medium elemental, unaligned

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Dex +7, Int +7

Skills Arcana +7

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons

Damage Immunities see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 5 (1,800 XP)

Elemental Attunement. The paragon is infused with either arcane, ice, fire, or lightning energy. The paragon's attacks deal extra damage based upon this element (included in the attack), it has immunity to the corresponding element, and can cast a corresponding elemental spell twice per day requiring no material components. The paragon's spellcasting ability is Intelligence (spell save DC 15, +7 bonus to hit).

- Arcane – bonus force damage and immunity to force damage; can cast *slow*
- Ice - bonus cold damage and immunity to cold damage; can cast *sleet storm*
- Fire – bonus fire damage and immunity to fire damage; can cast *fireball*
- Lightning – bonus lightning damage and immunity to lightning damage; can cast *lightning bolt*

Elemental Mastery. As a bonus action, the paragon can shift its Elemental Attunement to another element. Once the paragon has shifted to this element, it can't do so again until the next dawn. This does not refresh the paragon's two spells per day limit, but does change the spell available to be cast.

Fracturing Death. When the paragon dies, it explodes in a blast of chromatic energies that attempt to reform in four unoccupied spaces within 50 feet. At each of these spaces a glowing orb of pure elemental energy and runic stone glows and shifts – one orb for each of the four possible elements of an aetherspawn. These orbs have 15 hit points and AC 13. Roll for initiative with no bonus for each of these orbs and add them to the initiative order. Whenever it is the orb's turn, it transforms into a aetherspawn guardian of the corresponding element.

Actions

Multiattack. The paragon makes two melee attacks.

Aether Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) damage of the type corresponding to the paragon's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 7 (2d6) damage of the type corresponding to the paragon's Elemental Attunement.

Living Meteor (Recharge 5-6). The paragon transforms into a sphere of pure elemental energy and launches itself in a straight line to an unoccupied space up to 90 feet away. Each creature in the line must make a DC 15 Dexterity saving throw, taking 22 (5d8) damage of the type corresponding the paragon's Elemental Attunement on a failed save, or half as much damage on a successful one. Creatures within 5 feet of the paragon's final location make the save with disadvantage as the meteor erupts before the paragon returns to its ordinary form.

ANCIENT TRIBAL WARRIORS

Tribal warriors value honor and tradition above all else. They have been secluded from society for hundreds of years and they are incredibly untrusting of outsiders. They will often attack them on sight, which is why they've maintain secrecy for so long. Their civilizations are often out in deep wilderness, far from the politics and war of modern society, and they prefer it that way. That being said, they have a deep knowledge of the jungles and forests in which they reside and know all of the secrets that it holds, preserving them with a deep respect.

Members of these tribes are raised to be warriors from birth. The weak are cast out and forgotten, usually left to die by the deadly beasts that lurk beyond their borders and serve as a secondary guard to their home from unwanted visitors. Even those that are deemed strong enough from birth have a grueling set of tasks ahead of them. The children are expected to fend for themselves and are given dozens of trials to prove their worthiness amongst the tribe. Fewer than thirty percent of the children survive, and those who do not are not mourned - they are seen as weakness cast out from the tribe. This may seem brutal and savage to civilized folk, but to these tribesmen that is just the way of the world.

On rare occasions, the tribe will allow honorary members into their ranks. This happens every hundred years or so and is a rite granted only to those who have proven themselves worthy of the tribe's respect through a great feat – such as slaying a powerful beast or defeating the members of a rival tribe.

The tribal warriors are in charge of safeguarding multiple sacred temple scattered throughout their lands. Often unfortunate adventurers looking for glory will stumble upon these ruins and find that they are outclassed by these guardians and never return from their endeavors. Usually they are killed on sight, but on occasion they will be taken as slaves back to their villages until they die of exhaustion or old age.

These societies are matriarchal and always have a woman as their leader. The queen only takes over the role when she has grown too old to adequately defend her people in combat, and so the princess is the head of the tribe's defenses. She receives the highest quality training and passes that along to the other soldiers to ensure that they are ready for any challenge that comes their way.

TACTICIAN

Every member of society for these tribal clans are soldiers. They are put through rigorous tests, and some are found to excel above the others in physical strength, agility, reflexes, and insight. Tacticians are those warriors that can look at a battle and know exactly what needs to happen to turn it into a victory. They can analyze an enemy's movements and strengths in mere moments and use techniques to disable these advantages. They lead hunting groups and expeditions into foreign lands, commanding soldiers often more powerful physically, but that fall staggeringly short when it comes to strategy and combat tactics.

PRIMORDIAL ARCHER

Some members of the tribe have a deeper connection with the land than others - a spark present in a small few at birth. These skills are honed through brutally challenging trials and training regiments, until finally these individuals can call on the powers of the elements at will. These warriors almost always go on to be archers, to strike from the back line and cause confusion among enemies as arrows shatter into a spray of ice or blast of lightning on impact. These archers almost exclusively attack from the trees, wearing armor that has been painted to allow them to blend in with their surroundings with ease.

SPIRIT WEAVER

The spark of a primordial archer is present at birth, but the supernatural abilities of a spirit weaver do not manifest until far later in life - typically well into adulthood. These individuals form a deep connection with the tribal ancestors and are used as top advisors to the tribe's queen. These spirit weavers wear clothes decorated with bone and painted with elaborate and intricate design and their bodies are a canvas for dozens of tattoos. Once their skills have been honed, a spirit walker can step into the realm of spirits at will, making them a deadly adversary in combat and nearly impossible to kill.

WARRIOR PRINCESS

The life of a princess is not easy. She is expected to be an elite warrior, superior in ability to even the most strongest and combat hardened men of the tribe. To do this she must rely on her superior mind and her unmatched reflexes and dexterity, constantly pushing to become faster to the point that it is supernatural. On top of this constant need to improve in combat, she must also be trained in politics, in history, and in the details of the tribe's many traditions. In combat, she is a savage combatant, bashing in the skulls of her foes with her shield or slicing them to ribbons with her blade. She knows that her skills are unmatched and will absolutely never back down from a challenge.

TRIBAL SOLDIER

Medium humanoid (any race), neutral evil

Armor Class 14 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Acrobatics +4, Athletics +4

Senses passive Perception 11

Languages any two languages

Challenge 1 (200 XP)

Natural Resilience. A life away from the pleasures of society has made the soldier tougher than an ordinary individual. It has advantage on Constitution and Strength saving throws.

Actions

Multiattack. The soldier makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Readied Strike. Whenever a creature enters the reach of the soldier's glaive, the soldier can immediately make a glaive attack against that creature at disadvantage.

VARIANT: TRIBAL HUNTER

Some soldiers transitioned into the role after being a hunter for many years. These soldiers know the ways of the wild and extract poisons from snakes and frogs to enhance the deadliness of their precision weapons.

The soldier loses its Readied Strike reaction. Its javelin attacks deal an additional 5 (2d4) poison damage on hit. Replace the soldier's glaive attack with the following:

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

VARIANT: TRIBAL SOLDIER VETERAN

When a soldier has been on the battlefield for long enough, they eventually move into a leadership role. These soldiers may not be as esteemed as the tacticians or spirit weavers, but they can great increase the strength of a group simply by being on the battlefield.

A soldier veteran has a challenge rating of 2 (450 XP). It has the same statistics as a tribal soldier, except it has an AC of 15, has an additional 25 hit points, and gains the following ability:

Inspirational Presence. Allies within 60 feet of the elder that can see it gain a +1 bonus to all attack and damage rolls. *(This bonus cannot exceed +1, even if multiple veterans are present.)*

TRIBAL TACTICIAN

Medium humanoid (any race), neutral evil

Armor Class 14 (hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5
Skills Athletics +5, Survival +3
Senses passive Perception 11
Languages any two languages
Challenge 3 (700 XP)

Combat Maneuvers (3/Short Rest). Tacticians have trained all their life to excel in combat and as a result have mastered special combat maneuvers that they can use in combat. Whenever the tactician makes a melee weapon attack, it can choose to execute one of these maneuvers to add additional effects to the attack. In addition to these other effects, all maneuvers cause the attacks to deal an additional 1d8 damage. Each tactician has two random maneuvers from the list below available for use:

- **Crippling Strike** – The target's speed is 0 on its next turn.
- **Dizzying Strike** – Concentration saving throws made as a result of this attack's damage are made at disadvantage.
- **Precise Strike** – This attack is made with advantage.
- **Weakening Strike** – The next weapon attack made by the target deals half damage (rounded down).

Actions

Multiattack. The tactician makes two attacks with its battleaxe and one with its unarmed strike..

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Handaxe. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

PRIMORDIAL ARCHER

Medium humanoid (any race), neutral evil

Armor Class 15 (leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +6, Str +2
Skills Nature +3, Perception +5, Stealth +8, Survival +5
Senses passive Perception 15
Languages any two languages
Challenge 4 (1,100 XP)

Elemental Arrows. Whenever the archer draws an arrow from its quiver, the archer can imbue it with elemental magics, imbuing the arrow with special properties depending on the element chosen:

- **Fire** – The arrow deals an additional 7 (2d6) fire damage.
- **Ice** – Any creature hit by this arrow takes an additional 3 (1d6) cold damage and has its movement speed reduced by 10 feet on its next turn.
- **Poison** – Any creature hit by this arrow must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.
- **Lightning** – Any creature hit by this arrow takes an additional 3 (1d6) lightning damage and can't use reactions until its next turn.

Actions

Multiattack. The archer uses its overcharged shot if able, then makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Overcharged Shot (Recharge 5-6). The next arrow the archer fires this turn gains the effects of two elemental arrows instead of one.

SPIRIT WEAVER

Medium humanoid (any race), neutral evil

Armor Class 16 (spiritual armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Arcana +4, Insight +7, Nature +7

Senses passive Perception 14

Languages any three languages

Challenge 5 (1,800 XP)

Spiritual Armor. While the spirit weaver is not wearing armor, its AC includes its Wisdom modifier.

Phase Walking. The spirit weaver has such a strong connection to the Ethereal Plane that it can shift between it and the Material Plane at will for short bursts. Whenever the spirit weaver moves, it can choose to step into the Ethereal Plane. While on the Ethereal Plane, it can only affect and be affected by creatures also on that plane. Creatures not on the Ethereal Plane cannot perceive the spirit weaver and cannot interact with it unless a special ability or magic has given them the ability to do so.

Stable Mind. The spirit weaver has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Spirit Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) force damage and the spirit weaver gains temporary hit points equal to the damage dealt.

Withering Burst. Target creature within 90 feet must succeed on a DC 15 Constitution saving throw or take 22 (5d8) force damage. If the creature fails this saving throw by 5 or more, on its next turn it can either move or take an action, but not both, as its body is drained of strength.

Spirit Lash (1/Day). The spirit weaver calls on its ancestral spirits and unleashes them upon all nearby enemies. Each hostile creature within 30 feet of the spirit weaver must make a DC 15 Wisdom saving throw, taking 28 (8d6) force damage and become grappled by invisible spirits on a failed save or half as much damage and not grappled on a successful one. Creatures that failed this save by 5 or more are restrained instead of grappled. At the end of each turn, a grappled or restrained creature can repeat this saving throw, ending the effect on a success.

WARRIOR
PRINCESS



WARRIOR PRINCESS

Medium humanoid (any race), neutral evil

Armor Class 18 (breastplate, shield)

Hit Points 104 (16d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	15 (+2)	14 (+2)	14 (+2)

Saving Throws Str +7, Dex +7, Con +5

Skills Athletics +10, Acrobatics +7, Perception +5, Persuasion +5

Senses passive Perception 15

Languages any two languages

Challenge 7 (2,900 XP)

Enchanted Armaments. The princess's weapons and shield are magical.

Supernatural Athletics. The princess's long jump is 30 feet and her jump height is 15 feet, with or without a running start. If the princess leaps at least 20 feet in a straight line towards a target and hits it with a shield bash attack on the same turn, that target must succeed on a DC 15 Constitution saving throw or become stunned until the start of its next turn.

Actions

Multiattack. The princess makes three attacks: two with her longsword and one with her shield bash or three with her javelins.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) poison damage, or 9 (1d10 + 4) slashing damage plus 7 (2d6) poison damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the princess and knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Shield Toss (Recharge 5-6). The princess launches her shield with expert precision and force towards a target she can see within 30 feet. The shield then leaps to up to three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can only be struck by the shield one time. Each creature targeted by this ability must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage. At the end of the toss, the shield returns to the princess and she immediately readies it for combat.

Reactions

Deflect Projectile. The princess uses her expertise with a shield to block a projectile attack that would otherwise hit. If the princess is holding her shield, she can gain a +3 bonus to AC against a projectile attack that she can see that targets only her.

ANGELS, CORRUPTED

Angels are creatures of divine origin, but lesser angels do not contain the purity required to resist the influence of evil should a powerful entity seek to cause them to fall from grace. When this happens, the angels become corrupted. They maintain most of their divine abilities, but their innate healing become a weapon to use to destroy and their holy weapons become blackened and blighted, dealing necrotic damage as opposed to radiant when they strike foes.

Often these angels do not have free volition and are forced to obey the commands of a dominant force. The source of this corruption is typically an ancient, powerful artifact that has fallen into the hands of evil. Simply holding an item of such wickedness is enough to destroy the mind of any creature that possesses even a shred of empathy, leaving only the most twisted of entities able to carry it with them. The type of entity that would seek to bring darkness to these noble angels.

Corruption of these angels spreads like a plague, infecting a single archangel as a point of origin and then rapidly expanding to other lesser angels that serve it. By the time the other angels are aware of what is going on, dozens or even hundreds of them may have fallen to the corruption and they must turn to mortals to cleanse their companions, for if they tried to intervene they would suffer a similar fate.

DISGRACED SENTINEL

Sentinels function as the first line of defense for angels. Their excellent sight and unparalleled skill with a bow allows them to destroy most would-be invaders before they come close to causing any damage. Even when an enemy does come close, with a powerful flap of their wings they can retreat another barrage of arrows. Now their once beautiful white and gold longbows have blackened. The arrows they fire do not stream radiant energies, but instead leave clouds of poisonous spores in their wake. The first line of defense has now become the back line for assaults.

CORRUPTED GUARDIAN

Often fighting alongside the sentinels, guardians would use their massive tower shields to hold enemies at bay while they were pelted with arrows. They wield massive flails capable of crushing plate mail and swinging around the shields of enemies, but not these flails are infused with necrotic energies. An enemy struck by a corrupted guardian's flail will have the muscles near that location go numb, preventing them from fighting back as the guardian crushes them to the ground with their shield - no longer showing mercy.

BLOODWING SERAPH

The seraph has an immense set of wings for their size and these wings are one of their most powerful tools in combat. The seraphs feathers are as strong as steel and the angel can launch a barrage of razor sharp feathers at enemies at will, as they feather regrow nearly instantly as long as the seraph lives. Now this divine creature's once glorious feathers are stained red with the blood of innocents. With a single touch of its corrupted palm, it can infect a creature with its vile charm and cause it to lose all volition. That creature sprouts a black halo and will strike down its own allies, the bloodwing seraph smiling gleefully all the while as it impales the righteous with its immense glaive.

BRINGER OF SIN

Ordinarily these angels are Punishers of Sin, a high rank of angel that would track down and destroy demons that were inflicting a bit too much chaos into the world. Now they are the ones who bring this chaos. Wielding a deadly glaive, these angels can pinpoint the weaknesses of good aligned creatures and flood them with necrotic energy. It also punishes sinners by soaking up damage and delivering it back viciously to attackers. These angels radiate a black aura around themselves and have black bandages wrapping their arms and chest.

HALOED REAPER

The second most vicious of the corrupted angels is the reaper. It wields a massive scythe that is used to collect the souls of any creature that might stand in its way. This angel wears tattered robes and a hood that casts its face in darkness. The reaper has a black halo around its head and with a swing of its scythe can summon additional rings that can bind enemies, holding them in place while the reaper goes to work collecting.

VENGEFUL ARCHANGEL

An archangel in its uncorrupted form has a set of beautiful wings that fills those who gazed upon it with awe and inspiration. It wields a pair of glorious silvered longswords, constantly aglow with divine energy that is used to slice down evil when it arises. In its corrupted form, the archangel's once beautiful feathers have fallen away and leave nothing but a pair of blackened skeletal wings that invoke nothing but fear and horror in those who witness them. Most who see these dreadful wings do not live to tell the story, for they are cut down by the angel's blades that have turned bloodied and blackened from the evil darkness that has corrupted its soul beyond redemption.

DISGRACED SENTINEL

Medium celestial, chaotic evil

Armor Class 16 (natural armor)

Hit Points 111 (13d8 + 52)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	17 (+3)	18 (+4)	16 (+3)

Saving Throws Dex +7, Wis +7, Cha +6

Skills Insight +6, Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Corrupted Angelic Weapons. The sentinel's weapons are magical. When the sentinel hits with any weapon, the weapon deals an extra 3d8 necrotic damage (included in the attack).

Magic Resistance. The sentinel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack The sentinel makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) necrotic damage.

Retreating Shot (Recharge 4-6). The sentinel leaps back 50 feet without provoking attacks of opportunity, then makes two shots against a single target with its longbow. The first of these attacks is made with advantage.

Decaying Touch (3/Day). *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (6d8 + 3) necrotic damage.

Crash of Arrows (1/Day). The sentinel creates a 30 foot diameter runic circle centered on a location it can see within 120 feet. Whenever a creature enters this area for the first time on a turn or ends its turn in this area, conjured arrows rain down upon them. That creature must make a DC 15 Dexterity saving throw, taking 32 (7d8) piercing damage on a failed save or half as much damage on a successful one.

CORRUPTED GUARDIAN

Medium celestial, chaotic evil

Armor Class 19 (natural armor, shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Wis +9, Cha +7

Skills Athletics +8, Perception +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Disabling Strikes. The guardian's weapons are magical. When the guardian hits with any weapon, the weapon deals an extra 2d8 necrotic damage and the target must succeed on a DC 15 Constitution saving throw or the next weapon or spell attack it makes is made at disadvantage (included in the attack).

Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.

Actions

Multiattack The guardian makes three melee attacks: two with its flail and one with its shield crush.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or the next weapon or spell attack it makes is made at disadvantage.

Shield Crush. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet and knocked prone.

Rapid Assault (Recharge 5-6). The guardian makes four flail attacks against a single target with disadvantage.

Reactions

Shield Wall (2/Day). The guardian raises its shield and projects an ethereal barrier of energy against a ranged spell or weapon attack that it can see. That attack deals no damage. This ability does not work on spells of 5th level or higher.

**BLOODWING
SERAPH**



BLOODWING SERAPH

Medium celestial, chaotic evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Wis +8, Cha +9

Skills Acrobatics +9, Insight +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Corrupted Angelic Weapons. The seraph's weapons are magical. When the seraph hits with any weapon, the weapon deals an extra 2d8 necrotic damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn (included in the attack).

Innate Spellcasting. The seraph's spellcasting ability is Charisma (spell save DC 17). The seraph can innately cast the following spells, requiring only verbal components.

At will: *animate dead, bane*

2/day each: *blight, confusion*

1/day each: *destructive wave (necrotic only)*

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

Actions

Multiattack The seraph makes two melee attacks, only one of which can be a decaying touch.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn.

Barrage of Feathers. *Ranged Weapon Attack:* +9 to hit, reach 30/90 ft., one target. *Hit:* 18 (4d8) piercing damage and 18 (4d8) necrotic damage.

Decaying Touch (3/Day). *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 40 (8d8 + 4) necrotic damage.

Corrupting Palm (1/Day). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage and the target must succeed on a DC 17 Wisdom saving throw or become magically charmed.

While the target is charmed in this way, a blackened halo appears over its head and causes its eyes to glow with frenzied hatred. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature within range that the seraph chooses mentally. At the end of the charmed creature's turns, or whenever that creature takes damage, it may repeat this saving throw. On a success, this effect ends.

BRINGER OF SIN

Medium celestial, chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Con +9, Wis +7, Cha +8

Skills Acrobatics +9, Athletics +10, Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Aura of Pain. A creature that deals damage to the bringer while within 30 feet of it takes 5 (1d10) necrotic damage.

Light Seeker. The bringer knows the exact location of any good creature within 1000 feet.

Magic Resistance. The bringer has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The bringer makes two melee attacks, one of which may be a punishing strike.

Glaive. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 22 (5d8) necrotic damage if the creature is good.

Punishing Strike (3/Day). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus half of the total damage that creature dealt to the bringer with its last attack as bonus necrotic damage.

Wave of Necrosis (Recharge 5-6). The bringer lets loose a blast of necrotic energy in a 60 foot cone. Each creature allied with the bringer regains 50 hit points and each enemy must make a DC 17 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

HALOED REAPER

Large celestial, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	21 (+5)	19 (+4)	20 (+5)	19 (+4)

Saving Throws Con +9, Wis +9, Cha +8

Skills Acrobatics +9, Perception +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Blinding Blades. The reaper's weapon attacks are magical. When the reaper hits with any weapon, the weapon deals an extra 3d8 necrotic damage and if the target is a creature it must succeed on a DC 15 Constitution saving throw or become blinded until the reaper's next turn (included in the attack).

Innate Spellcasting. The reaper's spellcasting ability is Charisma (spell save DC 16). The reaper can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good, hunter's mark (at 5th level), invisibility (self only)*

2/day each: *destructive wave (necrotic only), dimension door*

1/day each: *disintegrate, flesh to stone*

Magic Resistance. The reaper has advantage on saving throws against spells and other magical effects.

Actions

Multiaction. The reaper makes two melee attacks, only one of which can be a decaying touch.

Grand Scythe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 7) slashing damage plus 13 (3d8) necrotic damage and if the target is a creature it must succeed on a DC 18 Constitution saving throw or become blinded until the reaper's next turn

Cleaving Swipe. The reaper spins its scythe in an arcing slash. Make an attack against each enemy within reach of the reaper's grand scythe, making a separate attack roll against each target.

Reap. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 40 necrotic damage. If the target is a creature that has fewer than 20 hit points after this attack, it must succeed on a DC 15 Constitution saving throw or immediately die. If the creature dies as a result of this attack, the reaper regains 40 hit points.

Decaying Touch (3/Day). *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 49 (10d8 + 4) necrotic damage.

Binding Halo (Recharge 5-6). The reaper extends its scythe and launches a black halo at two creatures it can see within 120 feet. These creatures must succeed on a DC 18 Dexterity saving throw or become restrained. A restrained creature takes 18 (4d8) necrotic damage at the start of its turn and can make a DC 18 Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

**VENGEFUL
ARCHANGEL**



VENGEFUL ARCHANGEL

Large celestial, chaotic evil

Armor Class 20 (natural armor)
Hit Points 250 (20d10 + 140)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	24 (+7)	18 (+4)	24 (+7)	22 (+6)

Saving Throws Str +13, Con +13, Wis +13

Skills Athletics +13, Perception +13

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Corrupted Blades. The archangel's weapon attacks are magical. When the archangel hits with any weapon, the weapon deals an extra 2d8 necrotic damage and any creature hit can't regain hit points until the start of the archangel's next turn (included in the attack).

Innate Spellcasting. The archangel's spellcasting ability is Charisma (spell save DC 20). The seraph can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good, invisibility (self only)*

2/day each: *circle of death, harm*

1/day each: *finger of death, forcecage, power word stun*

Magic Resistance. The archangel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The bringer makes four longsword attacks.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 9 (2d8) necrotic damage and that creature can't regain hit points until the start of the archangel's next turn.

Storm of Swords (Recharge 5-6). The archangel clashes its blades together and instantly creates hundreds of ethereal weapons that rapidly spiral into the air around it. Each creature within 20 feet of the archangel must make a DC 20 Dexterity saving throw, taking 28 (5d10) slashing damage and 28 (5d10) force damage on a failed saving throw, or half as much damage on a successful one.

Falling Star (1/Day). The angel teleports high into the air, then comes crashing down with tremendous force at a point within 120 feet of its starting location. Each creature within 30 feet of that point must make a DC 20 Constitution saving throw. On a failed save, the creature takes 55 (10d10) thunder damage and is pushed 15 feet away from the archangel and knocked prone. On a successful save, the creature takes half as much damage and not pushed or knocked prone. This area becomes difficult terrain until repaired of the damage caused by this attack. In addition, unsecured objects that are completely within the area of effect of this attack are automatically pushed 15 feet away and a thunderous boom rings out that is audible up to 1000 feet.

Legendary Actions

The archangel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The archangel regains spent legendary actions at the start of its turn.

Teleport. The archangel magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Condemnation (Costs 2 Actions). The archangel extends a hand and condemns a creature for its actions. Target creature within 90 feet that can hear the archangel must succeed on DC 20 Wisdom saving throw or become frightened of the archangel for 1 minute. While frightened by this effect, the creature must use its action to drop to its knees and confess its sins. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success and becoming immune to the archangel's Condemnation for the next 24 hours.

Wall of Denial (Costs 3 Actions). The archangel summons a barrier at a location it can see within 120 feet. This wall is 20 feet tall and 90 feet long and must fill unoccupied spaces. It is created of translucent, luminescent glass with AC 15 and 40 hit points per 10-foot section. A creature that breaks a portion of this wall must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn.

ASPECTS OF EMOTION

These carefully crafted statues represent various powerful emotions and are imbued with special characteristics that manifest these emotions in those that fight against them. These statues are sculpted to look completely lifelike, marble silk hanging off of marble flesh with unbelievable levels of realism. It is often believed that these statues were the result of a creature being petrified and not something that was carved with hammer and chisel, for it is not easy to accept that such perfection is possible.

It takes a powerful wizard to bring these statues to life, and the requirements to imbue them with their special characteristics are gruesome and vile. It often involved the sacrifice of multiple individuals that suffer from the emotions that these aspects represent, their blood being a key component in the ritual to animate these deadly guardians.

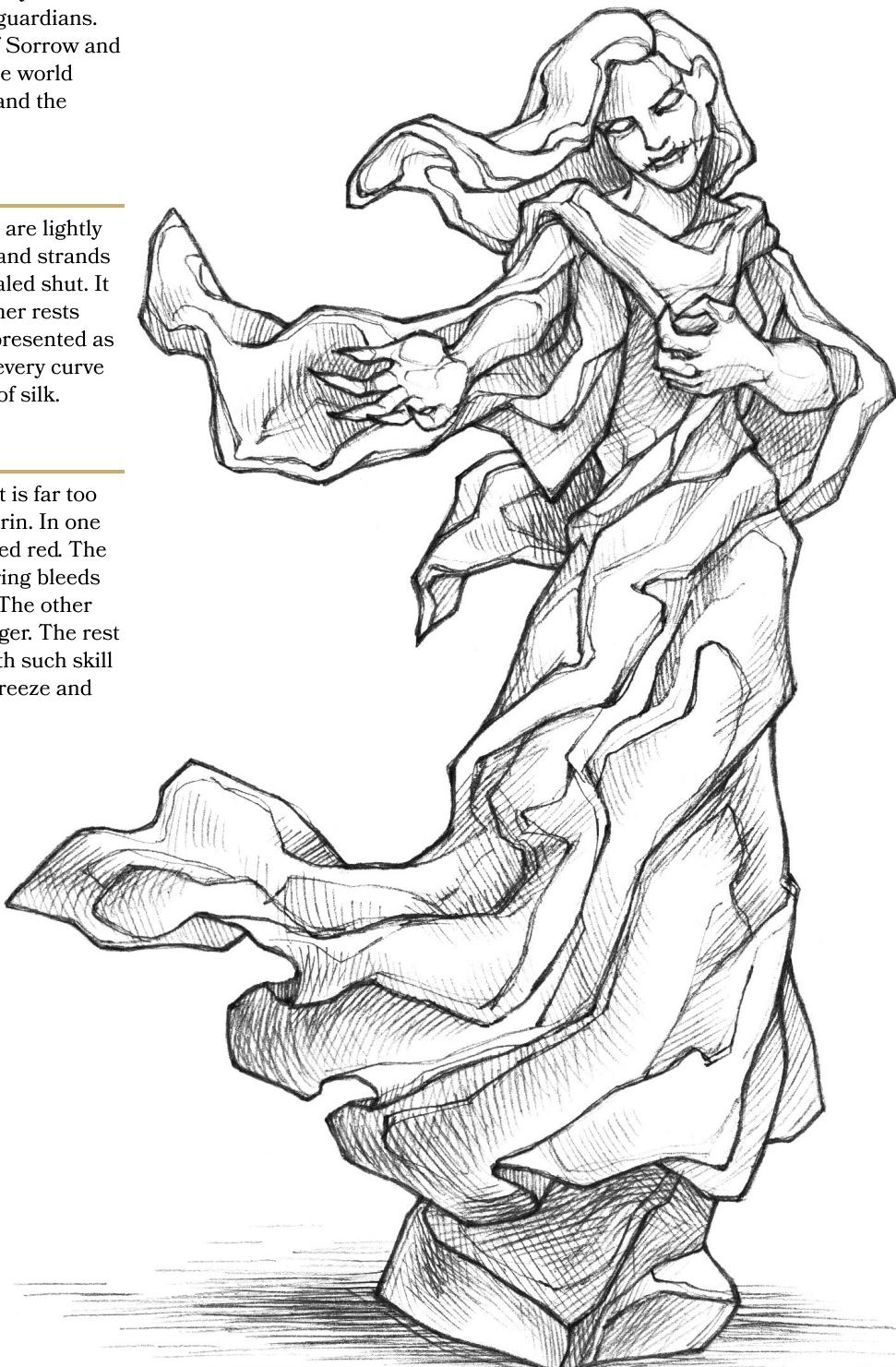
These two stat blocks represent the Aspects of Sorrow and Hatred, but other statues are known to exist in the world including the Aspect of Spite, Aspect of Avarice, and the Aspect of Betrayal.

THE ASPECT OF SORROW

The statue representing this aspect has eyes that are lightly closed. The mouth has been viciously sewn shut and strands of thread pierce through the marble to keep it sealed shut. It holds out one clawed, pointing hand while the other rests delicately on its chest. This aspect is typically represented as female, clothing carved onto the statue that hug every curve the same way you would expect of a dress made of silk.

THE ASPECT OF HATRED

The statue has no eyes, no nose, but a mouth that is far too wide filled with razor sharp teeth twisted into a grin. In one of its clawed hands is a heart that has been painted red. The claws pierce into the heart and the crimson coloring bleeds ever so slightly up onto the marble of the statue. The other hand is raised up and pointing a long, slender finger. The rest of its body is covered in robes that are crafted with such skill they appear as if they were once blowing in the breeze and had been instantly petrified.



ASPECT OF SORROW

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Aura of Silence. Living creatures within 30 feet of the aspect are under the effects of the silence spell. This effect ends when the aspect is reduced to 0 hit points.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

Magic Weapons. The aspect's weapon attacks are magical.

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.

Wave of Dread (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 13 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ASPECT OF HATRED

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Aura of Rage. Living creatures within 30 feet of the aspect are filled with a blinding rage. The first weapon attack each turn made by a creature within this aura is made with disadvantage. This effect ends when the aspect is reduced to 0 hit points.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

Magic Weapons. The aspect's weapon attacks are magical.

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage.

Wave of Rage (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 13 Wisdom saving throw or become filled with an insatiable bloodlust for one minute. Any creature that failed the save must take the attack action on each of its turns and cannot use its bonus action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER ASPECT OF SORROW

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Aura of Silence. Living creatures within 30 feet of the aspect are under the effects of the silence spell. This effect ends when the aspect is reduced to 0 hit points.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

Magic Weapons. The aspect's weapon attacks are magical.

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or become frightened until the end of its next turn.

Wave of Dread (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 14 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER ASPECT OF HATRED

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Aura of Rage. Living creatures within 30 feet of the aspect are filled with a blinding rage. The first weapon attack each turn made by a creature within this aura is made with disadvantage. This effect ends when the aspect is reduced to 0 hit points.

Brutal Strikes. If the Aspect hits a creature with both of its slam attacks in a single turn, that creature takes an additional 10 (3d6) bludgeoning damage and is knocked prone.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

Magic Weapons. The aspect's weapon attacks are magical.

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

Wave of Rage (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 14 Wisdom saving throw or become filled with an insatiable bloodlust for one minute. Any creature that failed the save must take the attack action on each of its turns and cannot use its bonus action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CONFLUX ELEMENTAL

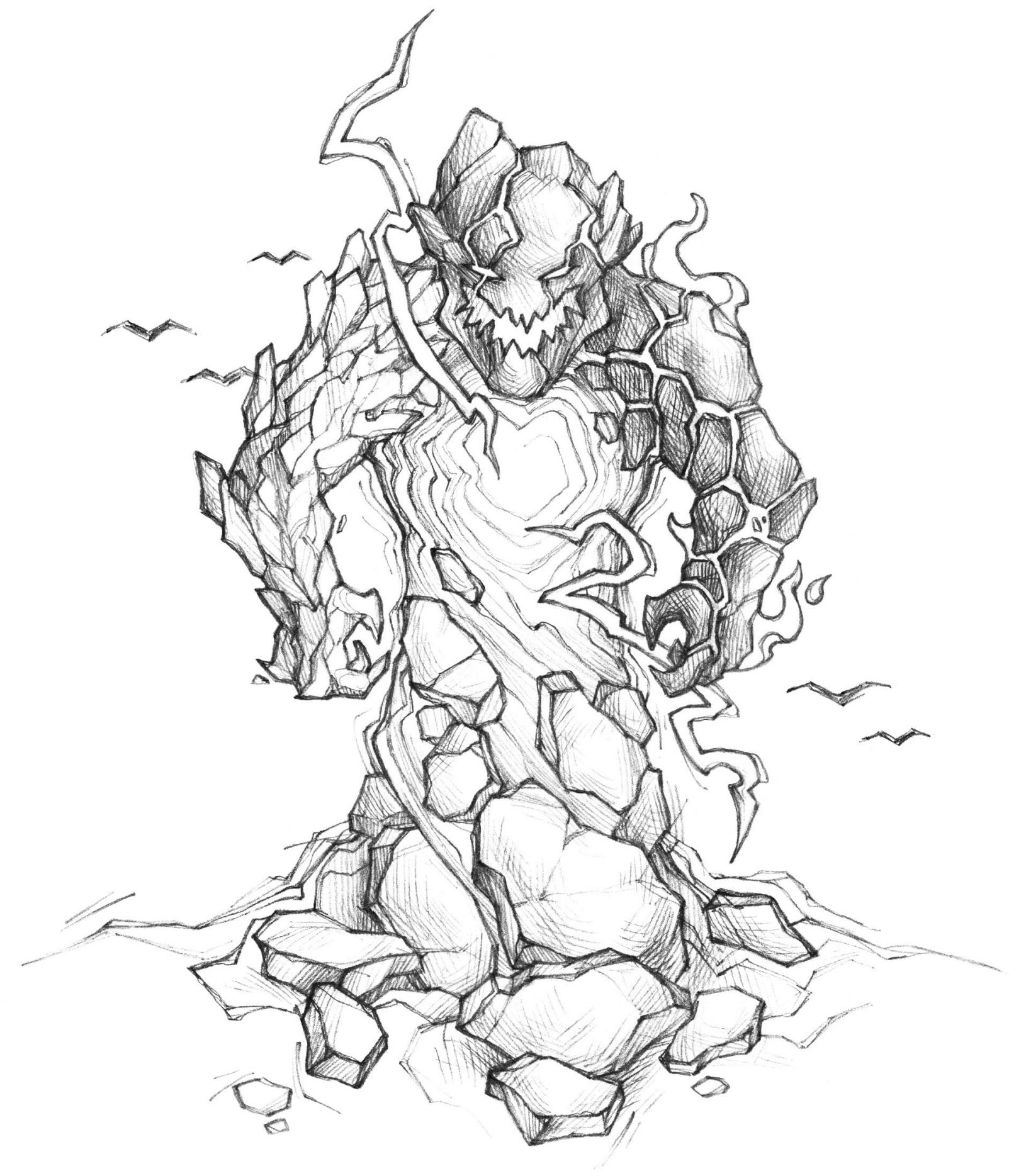
On rare occasions, a swarm of arcane wyrms grows particularly large and become brave enough as a collective to explore the elemental planes. The wyrms will travel and feed, slowly transforming their arcane makeup to incorporate these new elements. As they do so, the cluster grows stronger and form powerful bonds - eventually developing a hivemind. If this swarm survives for long enough, the wyrms will begin to fuse together, changing color and growing larger.

Eventually, when enough energy has been gathered, the entire swarm will merge in a powerful explosion that is known as an Elemental Confluence, destroying everything within three hundred feet of the origin point. The result is a single entity of devastating power - a Conflux Elemental.

Unstable Form. Despite the elemental's massive size, it changes in shape and form constantly. Sometimes it will take a humanoid form, walking on two legs with anywhere from two to eight arms. Other times it will take on the appearance of a wolf and run along on all fours or shapeshift into a bird and soar through the skies, creating a dazzling display of colors from the raw energy that it leaves in its wake. But no matter the form, the elemental can shift to whatever is most necessary for the situation, even turning into a cloud of energy if needed, making it nearly impossible to capture or contain.

Insatiable Hunger. This elemental is a creature that is formed from the residual energies of the Elemental Confluence, a being that has all of the primary elements as part of its core makeup and can utilize them at will. Similar to the arcane wyrms, the conflux elemental is drawn to sources of great power, but is a far more formidable foe than a few small wyrms and its need to be near fonts of power is far greater. These elementals are rare, but the artifacts and areas that reach through the planes and call to them are far rarer.

Eternal Existence. The conflux elemental only dies if something manages to kill it, but it grows stronger all the while. As it continues to feed, the elemental grows larger and its abilities are enhanced to those that surpass all but the most terrifying of creatures on the elemental planes. Even ancient dragons look upon these entities with hesitation. When one of these elementals is destroyed, it leaves behind a conflux core - a deeply powerful magical sphere that can be used to create legendary artifacts.



CONFLUX ELEMENTAL

Huge elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +6, Con +8, Wis +6

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Primordial, Aquan, Auran, Ignan, Terran

Challenge 11 (7,200 XP)

Illumination. The elemental sheds bright light in a 50-foot radius and dim light for an additional 50 feet.

Legendary Resistance (1/Day). If the elemental fails a saving throw, it can choose to succeed instead.

Mutable Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Tempest Barrier. A creature that touches the elemental or hits it with a melee or ranged attack while within 15 feet of it takes 5 (1d10) lightning damage.

Actions

Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) bludgeoning damage plus 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) lightning damage.

Boulder Barrage (Recharge 5-6). The elemental launches a barrage of boulders at a point it can see within 60 feet. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 27 (5d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 10 or more is also knocked prone.

Icy Pulse (Recharge 5-6). The elemental sends out a pulse of ice around its body. Each creature within 20 feet of the elemental must make a DC 15 Constitution saving throw, taking 27 (6d8) cold damage and having its speed reduced by 10 feet on its next turn on a failed save, or half as much damage and not slowed on a successful one. A creature that fails this save by 10 or more has a speed of 0 on its next turn instead.

Flame Blades (Recharge 5-6). The elemental unleashes 3 blades of fire in separate 5-foot wide, 90-foot long lines. Each creature within one of these lines must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Summon Elemental Obelisks (1/Day). The elemental summons 3 immobile obelisks in unoccupied spaces within 60 feet. These obelisks are medium objects with AC 15 and 20 hit points. Each of these have a small orb floating above them charged with elemental power – one cold, one fire, and one lightning. Until they are destroyed or the elemental killed, on initiative count 20 (losing initiative ties), these orbs perform a ranged spell attack against a creature within 60 feet with a +7 bonus to hit. On a hit, that creature takes 10 (3d6) damage of the corresponding element type.

Legendary Actions

The elemental can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The elemental regains spent legendary actions at the start of its turn.

Touch. The elemental makes a touch attack.

Elemental Onslaught (2 actions). The elemental uses its boulder barrage, icy pulse, or flame blades.

ELDER CONFLUX

ELEMENTAL

Gargantuan elemental, unaligned

Armor Class 19 (natural armor)

Hit Points 313 (19d20 + 114)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	23 (+6)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Dex +9, Con +12, Wis +9

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Primordial, Aquan, Auran, Ignan, Terran

Challenge 20 (25,000 XP)

Illumination. The elemental sheds bright light in a 50-foot radius and dim light for an additional 50 feet.

Legendary Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead.

Mutable Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Tempest Barrier. A creature that touches the elemental or hits it with a melee or ranged attack while within 15 feet of it takes 11 (2d10) lightning damage.

Actions

Multiattack The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 14 (2d6 + 7) bludgeoning damage plus 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) lightning damage.

Boulder Barrage (Recharge 5-6). The elemental launches a barrage of boulders at a point it can see within 60 feet. Each creature within 15 feet of that point must make a DC 19 Dexterity saving throw, taking 38 (7d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 10 or more is also knocked prone.

Icy Pulse (Recharge 5-6). The elemental sends out a pulse of ice around its body. Each creature within 30 feet of the elemental must make a DC 19 Constitution saving throw, taking 40 (9d8) cold damage and having its speed halved on its next turn on a failed save, or half as much damage and not slowed on a successful one. A creature that fails this save by 10 or more has a speed of 0 on its next turn instead.

Flame Blades (Recharge 5-6). The elemental unleashes 3 blades of fire in separate 5-foot wide, 90-foot long lines. Each creature within one of these lines must make a DC 19 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Summon Elemental Obelisks (1/Day). The elemental summons 3 immobile obelisks in unoccupied spaces within 60 feet. These obelisks are medium objects with AC 17 and 40 hit points. Each of these have a small orb floating above them charged with elemental power – one cold, one fire, and one lightning. Until they are destroyed or the elemental killed, on initiative count 20 (losing initiative ties), these orbs perform a ranged spell attack against a creature within 60 feet with a +10 bonus to hit. On a hit, that creature takes 17 (5d6) damage of the corresponding element type.

Legendary Actions

The elemental can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The elemental regains spent legendary actions at the start of its turn.

Touch. The elemental makes a touch attack.

Elemental Onslaught (2 actions). The elemental uses its boulder barrage, icy pulse, or flame blades.

CORLAPIS

Corlapis are cousins to the azer, but are native to the Elemental Plane of Earth rather than Fire. They resemble elves in their shape – tall, slender, and with a certain grace about them, but despite this appearance they are not particularly agile due to the materials used to craft them. They are assembled from clay, stone, iron, or more powerful materials that are then gifted with the spark of life. Similar to their azer cousins, the corlapis are also master craftsman, though they typically create pottery and works of art as opposed to the weapons are armor of their cousins.

Sculpted to Perfection. The corlapis are meticulous when crafting a new member of their society. Each corlapis is only permitted to craft a single being and this is considered to be their masterpiece, each trying to create the ideal entity. If a new corlapis is damaged or cracked at any point during assembly, the entire frame is scrapped and a new is started from scratch. The crafter must imbue their creation with a portion of its inner spark, limiting the growth of the corlapis population. These masterpieces often take over twenty years to complete. Each new corlapis is crafted already wearing armor that will stay with them permanently, keeping them safe if the need for combat does arise.

Underground Dwellers. The corlapis spend most of their time beneath the surface, seeking out high quality raw materials for their crafts. Almost all of the corlapis lie in the Elemental Plane of Earth, but some have been known to wander to other planes in search of rare materials – a way to give their creations something that no other can replicate. Finding a group of corlapis away from the Plane of Earth means there is certainly some sort of rare, valuable ore nearby.

Territorial The corlapis are generally peaceful entities. They do not seek war or confrontation and simply go about their lives constantly crafting and striving for perfection. But while they do not actively seek violence, if an unwanted creature wanders into their lands and threatens to take their precious ores, it will be dealt with swiftly and with brutal precision. There is no exception to this rule, and a creature that hopes to obtain what the corlapis are harvesting must be prepared to kill off the entire tribe. Though with how valuable the ores are that the corlapis seek out, assault from other creatures is a frequent occurrence.

Better with Age. The longer a corlapis survives, the stronger it becomes, its spark growing more and more potent with each passing year. The longer a corlapis waits to imbue its masterpiece with power, the stronger the creation, but this is requires the corlapis to hedge their bets. If any damage falls to the creation in the meantime, or if the creator dies, then all of the work was for nothing. Corlapis that have been around for centuries can bend stone at will and even use it repair damaged allies in the heat of combat.

Living Earth. A corlapis doesn't require food, drink, or sleep.

EARTH SHAKERS

Though they are the weakest of the elder corlapis, the earth shakers are still quite capable. Until ascending to this level, corlapis are masters of carving stone but can't shape it except through tools. An earth shaker can cause the ground to shake, carve stone willingly, and even disappear into the stone itself. These are distinguishable from an ordinary corlapis by the small spherical stones that orbit their bodies at all times.

ARCHITECTS

Architects are corlapis that have lived for a few hundred years. They have developed a mastery over stone and can create intricate objects, even using this ability in the midst of combat to imprison their foes in a cage of stone. These architects are revered and are often the leaders of the corlapis groups that seek out additional rare ores in the world. They are distinguishable from the others by dozens of perfect pyramids of stone that levitate around their head.

If a corlapis manages to wait to imbue its spark into its masterpiece until it reaches this age, it is possible that it creates a corlapis capable of becoming an overlord in a few hundred years.

OVERLORDS

Corlapis overlords are incredibly rare and are regarded by the others of their species with the same respect as a deity. A corlapis that manages to craft an entity that goes on to become an overlord is memorialized by the tribe in the form of a grand statue that takes years to construct. Overlords see stone not as an obstruction, but as a canvas on which they can create great works of art. They can move vast quantities of stone from great distances, molding it and shaping it in a moment's notice and with next to no effort. These entities often live for several hundred years.

These corlapis are without flaw and exude power as they move. Each step they take smooths the stone beneath their feet. They wear immaculate armor and chains of stone wrap up and down their bodies. An overlord's eyes are especially notable as they glimmer with arcane energy at all times.

CORLAPIS

Medium elemental, lawful neutral

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	13 (+1)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

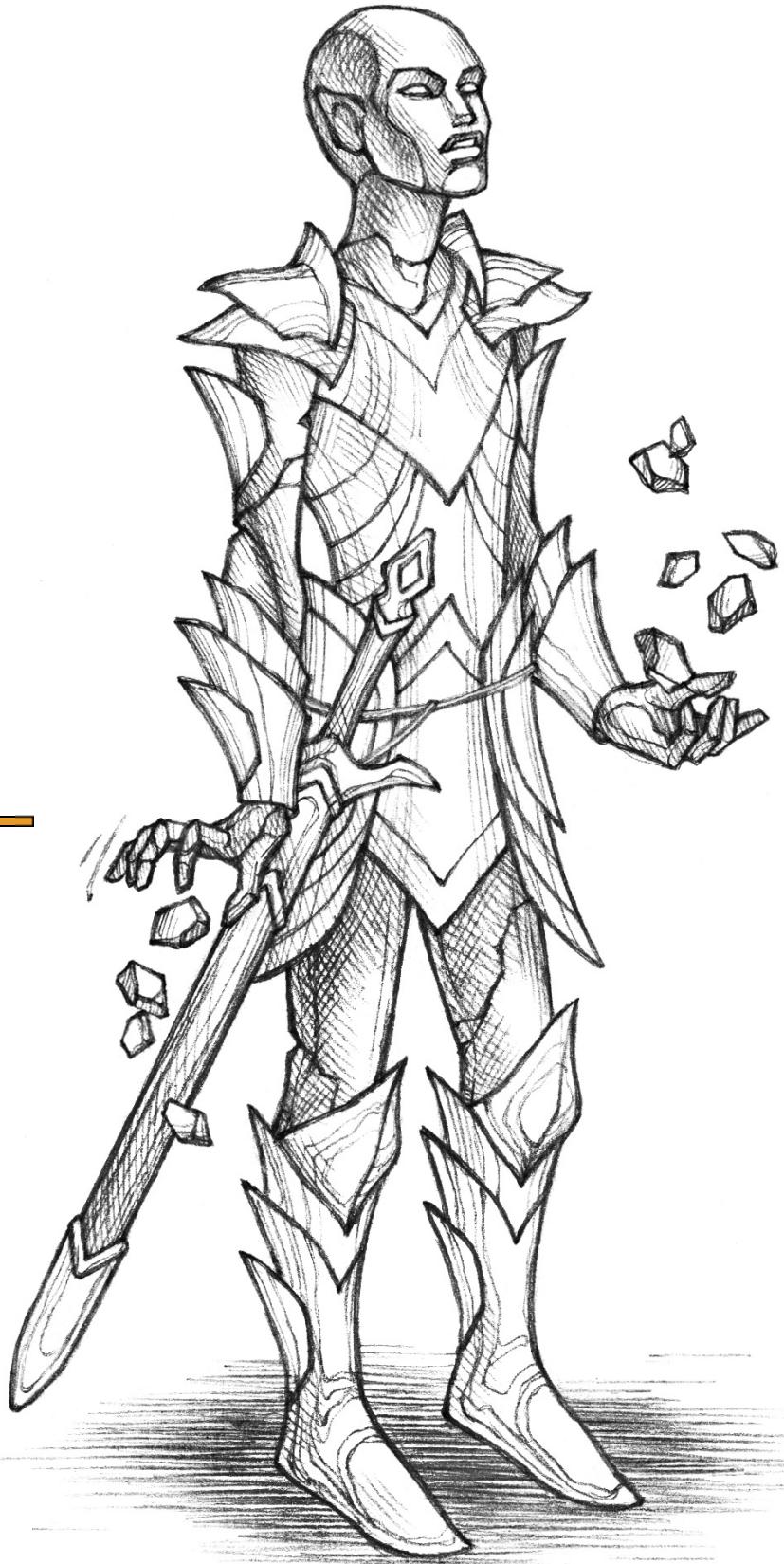
Hardened Exterior. Bludgeoning, piercing, and slashing damage the corlapis takes from non-magical weapons is reduced by 3 to a minimum of 1.

Stone Camouflage. The corlapis has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The corlapis has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.



CORLAPIS EARTH SHAKER

Medium elemental, lawful neutral

Armor Class 18 (natural armor, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 3 (700 XP)

Hardened Exterior. Bludgeoning, piercing, and slashing damage the corlapis takes from non-magical weapons is reduced by 3 to a minimum of 1.

Innate Spellcasting. The corlapis's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *light, earth tremor, mold earth*

1/day each: *erupting earth, heat metal, meld into stone*

Stone Camouflage. The corlapis has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The corlapis has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

War Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

CORLAPIS ARCHITECT

Medium elemental, lawful neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 4 (1,100 XP)

Hardened Exterior. Bludgeoning, piercing, and slashing damage the corlapis takes from non-magical weapons is reduced by 3 to a minimum of 1.

Innate Spellcasting. The corlapis's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *light, shape stone, stoneskin (self only)*

Stone Camouflage. The corlapis has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The corlapis has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

Multiaction. The corlapis makes two attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

Hurl Boulder. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Stonework Prison (1/Day). The corlapis summons a 10-foot diameter cage of stone at a point it can see within 90 feet. Each side of the cage has 15 hit points and AC 15. Any creature in the cage's area must make a DC 13 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside of it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is trapped within the bars of the cage. The bars are wide enough to allow projectiles to pass through it, but not melee weapons. The cage can hold a maximum of four Medium or smaller creatures or one Large creature.

CORLAPIS OVERLORD

Medium elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	18 (+4)	10 (+0)	13 (+1)

Saving Throws Str +7, Con +7, Cha +4

Skills Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90ft., tremorsense 30 ft., passive

Perception 10

Languages Terran

Challenge 7 (2,700 XP)

Hardened Exterior. Bludgeoning, piercing, and slashing damage the overlord takes from non-magical weapons is reduced by 3 to a minimum of 1.

Innate Spellcasting. The overlord's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *light, shape stone*

3/day each: *transmute rock, wall of stone*

1/day each: *bones of the earth*

Stone Camouflage. The overlord has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The overlord has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

Multiattack The overlord makes two attacks with its stone gauntlet or with its stone spike.

Stone Gauntlet. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Stone Spike. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Rupturing Wave (Recharge 5-6). The overlord slams its gauntleted fist to the ground and causes a 10-foot wide, 60-foot long line of jagged stone erupts from the ground. Each creature in the line must make a DC 14 Dexterity saving throw, taking 22 (4d8) bludgeoning damage and 22 (4d8) piercing damage on a failed save, or half as much damage on a successful one. The area in this line is considered difficult terrain until the rubble is cleared.

From the Rubble (1/Day). The overlord uses spare stone and rubble in the area to restore health to its allies. Up to four other corlapis the overlord can see regain 22 (4d8 + 4) hit points.

Legendary Actions

The overlord can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The overlord regains spent legendary actions at the start of its turn.

Punch. The overlord makes a stone gauntlet attack.

Stone Cover. The overlord summons a 5-foot wide, 5-foot tall, 3-inch thick wall of stone in an unoccupied space within 10 feet. This wall has AC 15 and 30 hit points and persists until it is destroyed.

Giant Boulder (3 actions). The overlord summons a 15-foot diameter boulder 30 feet in the air at a point it can see within 120 feet. The boulder immediately falls to the ground and any creature in the area of impact must succeed on a DC 14 Dexterity saving throw or take 36 (8d8) bludgeoning damage and become restrained, pinned beneath the boulder. The restrained creature can use an action to make a DC 14 Strength or Dexterity saving throw (creature's choice). On a success, the creature is no longer restrained. A creature that passed the initial saving throw moves to a location adjacent to the boulder and takes no damage.

DIRE WOLF, ARMORED

While dire wolves are always formidable foes and are intimidating creatures by nature, they become even more terrifying when intelligent races train them to be used as combat mounts. War horses are fierce and powerful due to their size and stamina, but a dire wolf can attack alongside its rider, using the distractions its rider provides to deliver fierce strikes of its own. These wolves are decorated in thick metal splint armor that provides ample protection, but costs a great deal more than armor for a humanoid. It costs nearly as much as a set of plate mail to make armor for a wolf, so it is often saved for the elite guard. Enemies know that when an armored wolf is charging into combat, they need to fear its rider even more than the mount, despite the wolf's ferocity.

DIRE WOLF, ARMORED

Large beast, unaligned

Armor Class 17 (splint mail)

Hit Points 52 (7d10 + 14)

Speed 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 15 (+2) 15 (+2) 3 (-4) 12 (+1) 7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60ft., passive Perception 13

Languages ---

Challenge 2 (450 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Vicious Attacks. The wolf deals 1d6 additional damage to creatures with less than half of their maximum hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.



FLORAL CREATURES

Floral creatures are normal critters that have adapted to their environments in unique ways - by adapting the characteristics of plants! These adaptations makes them more dangerous than their ordinary counterparts and also much more difficult to spot in the wild. These creatures are incredibly rare, in part because of the superiority of their camouflage and in part because of how infrequently these characteristics present themselves in offspring. When a floral creature breeds with an ordinary creature of the same species, there is less than a ten percent chance that the features will manifest in its children.

Alchemist's Allure. The second reason these creatures are so rare is that they are often hunted for the plants that grow upon their bodies. They each provide unique properties that are desired by alchemists to create potent potions. The flowers of a sundrop squirrel or a blooming badger can be used as a replacement for exotic herbs that often costing hundreds of gold for even a single root or stem, so hunting the floral creatures is quite a lucrative industry where these creatures do exist.

Not Just Decorative. As the creatures were hunted and their numbers pushed to the edge of extinction, the floral creatures began to develop defenses to ward off hunters. Some of them are quite effective. The sundrop squirrel unleashes a burst of pollen from its back that can stagger a potential hunter for long enough that it can sprint away to safety and the mushroom moose has developed a poisonous coating to discourage anyone from getting too close. Still, many hunters will take the risk but many have also lost their lives as a result.

Faithful Companions. Many of these creatures have also learned to identify the good humanoids from the bad and will seek out druids or rangers and attempt to befriend them. This is typically a mutually beneficial relationship – the floral critters get the protection of a stronger creature and the druids gain a loyal friend that can warn them of dangers that they may not be aware of in the forests.

SUNDROP SQUIRRELS

The sundrop squirrel is the smallest and most adorable of the floral creatures. It has beautiful flowers that bloom all down its back and when it lays down to sleep it is indistinguishable from its surroundings. The potent pollen this flower produces prevents predators from tracking it via its scent. These squirrels are quite amiable, by far the most likely to join a group of adventures as a traveling companion.

BLOOMING BADGERS

The blooming badger typically has one grand flower on its back and a slightly smaller one on its head. These perfectly mimic the appearance of other local flowers. The blooming badger cannot unleash pollen like the sundrop squirrel, but it can release a torrent of razor sharp petals at any creature that comes too close. Once a badger has done so, it is vulnerable until its petals can grow back over the next twenty-four hours.

VINE VIPERS

Vine vipers have scales with a rough quality that perfectly mimics that of the bark of a tree. When at rest, it will wrap around a branch and it is impossible to tell the difference between a vine viper and an ordinary vine except for a tongue that still flicks out of its mouth on occasion. The viper's venom petrifies creatures, temporarily turning them to wood that the vine viper can then feed upon. The end of the vine viper's tail is hard as stone and can be impaled into a tree or petrified creature to absorb its nutrients.

MUSHROOM MOOSE

The body of the mushroom moose is coated almost entirely in highly poisonous mushrooms. Even being near these mushrooms can cause rashes and swelling and direct contact usually results in death. Because of the potency of these mushrooms, the moose is often hunted for use in deadly poisons. The fungal nature of the moose also gives it unnatural regeneration capabilities, even regrowing lost limbs given sufficient time.

MOSS MAMMOTH

The moss mammoth is the second deadliest of the floral creatures. While the mammoth is laying down, it is impossible to tell it apart from an ordinary boulder covered in moss. Its body has even adapted to not shift when it breathes. Its tusks are infected with tiny parasitic spores that infest a target impaled by them (assuming they survive the attack). Without aid, this moss will grow and eventually consume the infected creature. This alone makes the mammoth incredibly deadly, not even factoring its ability to crush foes to death with its powerful trunk or beneath its gargantuan feet.

FUNGAL TITANS

While most of these adaptations are endearing, cute even, there is one entity that is far from adorable - The Fungal Titan. This creature has undergone such extreme floral adaptation that it is impossible to tell what these creatures began as, but it is by far the most dangerous. This creature looms in damp, dark areas - swamps or within caverns far beneath the surface. The mushrooms that grow upon the fungal titan are hundreds of gold, but few are foolish enough to seek them out.

SUNDROP SQUIRREL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	8 (-1)	3 (-4)	10 (+0)	5 (-3)

Senses darkvision 30ft., passive Perception 10

Languages ---

Challenge 1/8 (25 XP)

Floral Camouflage. While the squirrel remains motionless, it is indistinguishable from an ordinary cluster of sunflowers.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage.

Disorienting Pollen (1/Day). The squirrel unleashes a burst of pollen from the flowers that cover its body. Each non-floral creature within 10 feet of the squirrel must make a DC 10 Constitution saving throw.

On a failed saving throw, the creature takes 2 (1d4) poison damage and must roll a d8 at the start of its next turn to determine what it does during that turn. On a 1 to 2, the creature sneezes uncontrollably and can move but can't take an action or a bonus action. On a 3-4, the creature's eyes water uncontrollably and it is considered blinded this turn. On a 5-8, the creature fights the additional effects of the pollen and can act normally.



BLOOMING BADGER

Tiny beast, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	3 (-4)	13 (+1)	6 (-2)

Senses darkvision 30ft., passive Perception 1

Languages ---

Challenge 1/4 (50 XP)

Floral Camouflage. While the badger remains motionless, it is indistinguishable from a very large flower.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

Petal Burst (1/Day). The badger arches its body and fires a burst of razor sharp petals at a creature within 20 feet. That creature must make a DC 10 Dexterity saving throw, taking 10 (4d4) slashing damage on a failed save, or half as much damage on a successful one.

VINE VIPER

Tiny beast, unaligned

Armor Class 13

Hit Points 18 (4d4 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 10ft., passive Perception 11

Languages ---

Challenge 1/2 (100 XP)

Floral Camouflage. While the viper remains motionless, it is indistinguishable from an ordinary tree vine.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to wood and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for the next 8 hours.

Nutrient Absorption. The viper drives its tail into a tree or petrified creature within 5 feet, draining resources from the target to heal itself. The target takes 5 (2d4) necrotic damage and the snake restores hit points equal to the amount of necrotic damage dealt.

MUSHROOM MOOSE

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	15 (+2)	7 (-2)

Senses passive Perception 12

Damage Resistances poison

Condition Immunities poisoned

Languages ---

Challenge 2 (450 XP)

Floral Camouflage. While the moose remains motionless and is lying down, it is indistinguishable from a large log covered in mushrooms.

Poisonous Exterior. The mushrooms that coat the moose's body are poisonous and deadly to most other creatures. A creature that touches the moose or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

Rapid Regrowth. The mushroom moose has unnatural regenerative capabilities. At the beginning of each of the moose's turns, as long as it is in direct sunlight and it has at least 1 hit point, it regains 4 (1d8) hit points.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) poison damage.

MOSS MAMMOTH

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	6 (-2)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages ---

Challenge 8 (3,900 XP)

Floral Camouflage. While the mammoth remains motionless and is lying down, it is indistinguishable from a large moss-covered boulder.

Sticky Moss Exterior. When a creature hits the mammoth with a melee weapon attack, there is a chance it becomes entangled in the sticky moss that coats the mammoth. The attacker must succeed on a DC 13 Strength saving throw, or the weapon becomes stuck to the mammoth's moss. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 13 Strength check and succeeding.

Actions

Multiaction. The mammoth makes two attacks: one with its trunk slam and one with either its gore or stomp.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become infected with vicious parasitic spores.

The effects of these spores go unnoticed until three days have passed, after which the creature will begin to grow moss around the source of the wound. On each day following, the moss continues to spread and reduces the maximum hit points of that creature by 5. When the creature hits 0 maximum hit points they die and are consumed by the moss.

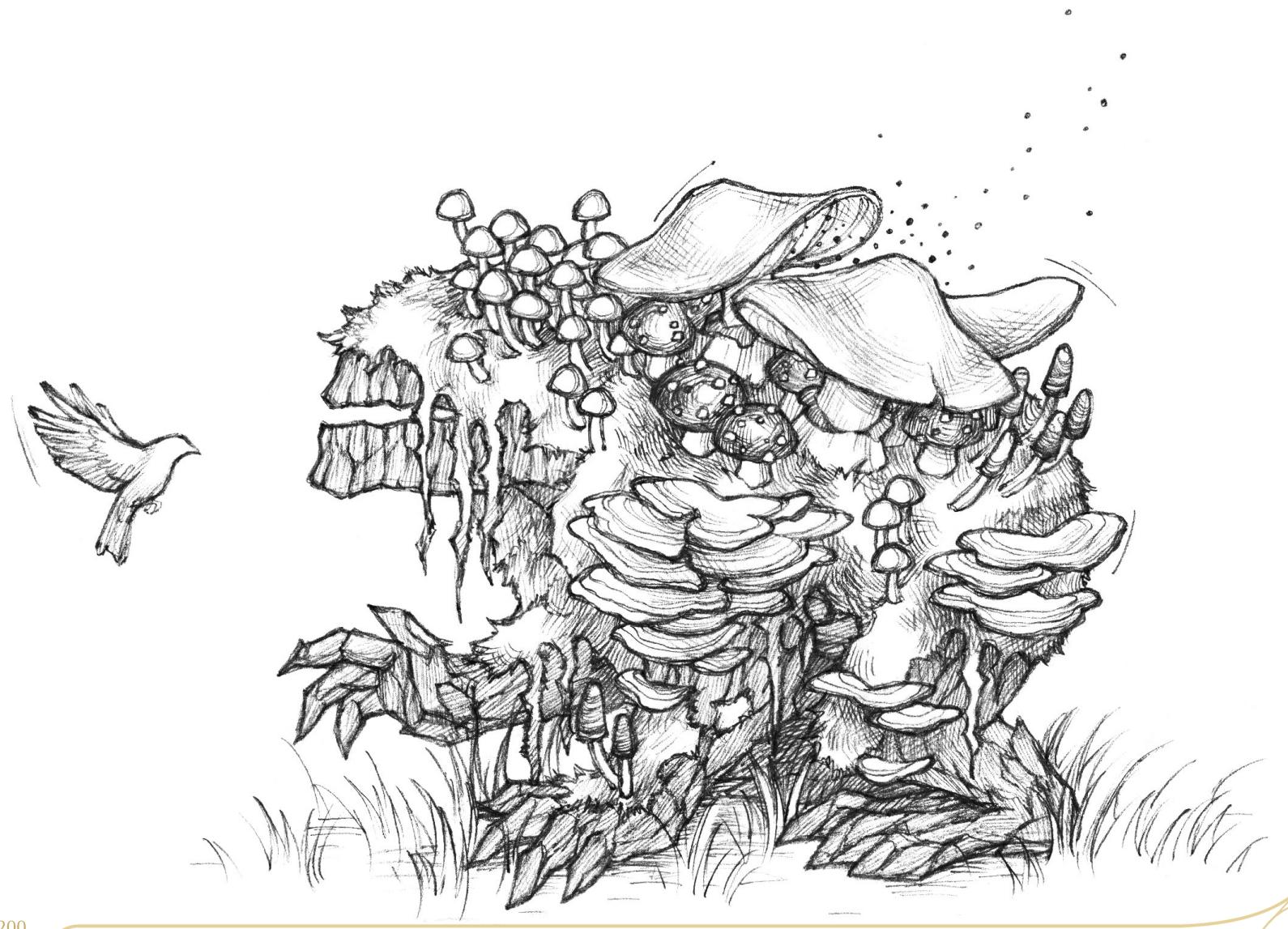
This moss can be destroyed via greater restoration or by exposing the infected creature to continuous powerful heat for 24 hours which causes the moss to dry up and die off.

If an infected creature is ever within the range of a Plant Growth spell, the moss spreads explosively and consumes the creature instantly.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Trunk Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 21 (4d6 + 7) bludgeoning damage, and if the creature is of size Medium or smaller the mammoth can choose to either throw the target or slam it to the ground. If the mammoth throws the target, it lands in a space of the mammoth's choosing within 30 feet and must succeed on a DC 18 Dexterity saving throw or fall prone. If the mammoth slams the target, it takes an additional 7 (2d6) bludgeoning damage and is knocked prone at the mammoth's feet.

FUNGAL TITAN



FUNGAL TITAN

Huge plant, unaligned

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	6 (-2)	12 (+1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 11

Languages ---

Challenge 10 (5,900 XP)

Fungal Defenses. Every 25 hit points lost by the titan causes a mushroom to fall from its body and explode on the ground. Each creature within 5 feet of the titan when it happens must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn.

Actions

Multiattack The titan makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 23 (3d10 + 7) bludgeoning damage.

Hurl Noxious Shroom. The titan pulls a massive mushroom from its back and launches it at a point within 90 feet. On impact, the mushroom explodes into a cloud of toxic spores. Each creature within 10 feet of the point of impact must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed saving throw, or half as much damage on a successful one. The cloud is opaque and blocks all vision within the area for 1 minute.

Scatter Spores (Recharge 5-6). The titan shakes its back and scatters a storm of spores across the battlefield, six of which will spawn into mushrooms. These locations must be within 60 feet of the titan and are unknown to the players until they sprout. On initiative count 20 (losing initiative ties), these spores sprout into mushrooms. Roll a d4 to determine which type of mushroom spawns from each of these spores. These mushrooms are tiny plants with 10 hit points and AC 12. The fungal titan is immune to all effects from these mushrooms.

- 1 – Noxious Mushroom – This light green mushroom constantly disperses deadly spores into the air. When a non-floral creature comes within 10 feet of the mushroom for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.
- 2 – Blinding Mushroom – This white mushroom shines brightly, spinning back and forth and blasting the area with light. When a non-floral creature comes within 10 feet of the mushroom for the first time on a turn or starts its turn there, it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) radiant damage and become blinded until the end of the turn.
- 3 – Entrancing Mushroom – This dark pink mushroom produces spores that are alluring to most living creatures. When a non-floral creature comes within 10 feet of the mushroom for the first time on a turn or starts its turn there, it must succeed on a DC 15 Wisdom saving throw or become captivated by this mushroom. That creature must use its action this turn to praise and worship the mushroom's beauty.
- 4 – Explosive Mushroom – This mushroom glows bright orange and is incredibly volatile. The first time a non-floral creature moves while within 10 feet of the mushroom, it detonates in a blast of fire. Each creature within 10 feet of the mushroom make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw, or half as much damage on a successful one.

**FORTRESS
RHINO**



FORTRESS RHINO

The horn of a fortress rhino cresting the horizon is as terrifying a sight for a city under siege as an entire battalion of ground troops. Its skin is as tough as worked steel and it has the strength to topple an eighteen inch thick stone wall as if it were made of rotted wood. Add to the fact that it carried multiple archers upon its back that can pick off any would-be ground attackers, a fortress rhino is a siege weapon without equal.

Uncontrollable Rage. The rhino is a powerful tool in the arsenal of any empire wealthy enough to obtain one, but at the end of the day they are still creatures. Once a rhino has entered combat, often the only thing that will stop it is death or complete physical exhaustion, both of which take quite a while. Once injured, the rhino will charge without mercy at the nearest object, impaling and trampling any soul unfortunate enough to be in its path of destruction. Fortunately for the assaulting forces, this often means the destruction of their enemy's city and morale of its soldiers.

Seller's Market. These rhinos are amongst the rarest creatures in any world and are often under the protection of stone or hill giants who use them as beasts of burden. Even if a lucky (*lucky is subjective in this case*) group of trappers do manage to find one of these beasts in the wild, there is still the daunting task of capturing the rhino without killing it. More often than not, one side does not walk away from the fight alive. Because of these risks and the fact that every kingdom wants one of these beasts in their arsenal, a live rhino is worth upwards of 50,000 gold.

FORTRESS RHINO

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	19 (+4)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages ---

Challenge 12 (8,400 XP)

Mobile Fortress. The rhino can hold up to four medium creatures within the outpost on its back.

Siege Monster. The rhino deals double damage to objects and structures.

Stampeding Charge. If the rhino moves at least 30 feet straight towards a target and hits it with a gore attack on the same turn, the target takes an additional 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. In addition, any Medium or smaller creatures in the rhino's path while performing this charge must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone as it is trampled underfoot.

Actions

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage and if the target is a Large creature or smaller it must succeed on a DC 18 Dexterity saving throw or become impaled by the rhino's horn. A creature that is impaled in this way is grappled and takes 18 (4d8) piercing damage at the start of each of the rhino's turns. While a creature is impaled, the rhino cannot use its gore attack on another creature.

An impaled creature can use its action to pull itself free from the horn, but continues to take 4 (1d8) piercing damage at the beginning of each of its turns until it is magically healed or a creature uses its action and succeeds on a DC 15 Wisdom (Medicine) check to patch up the wound.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage and the target is a creature it must succeed on a DC 18 Strength saving throw or be knocked prone.

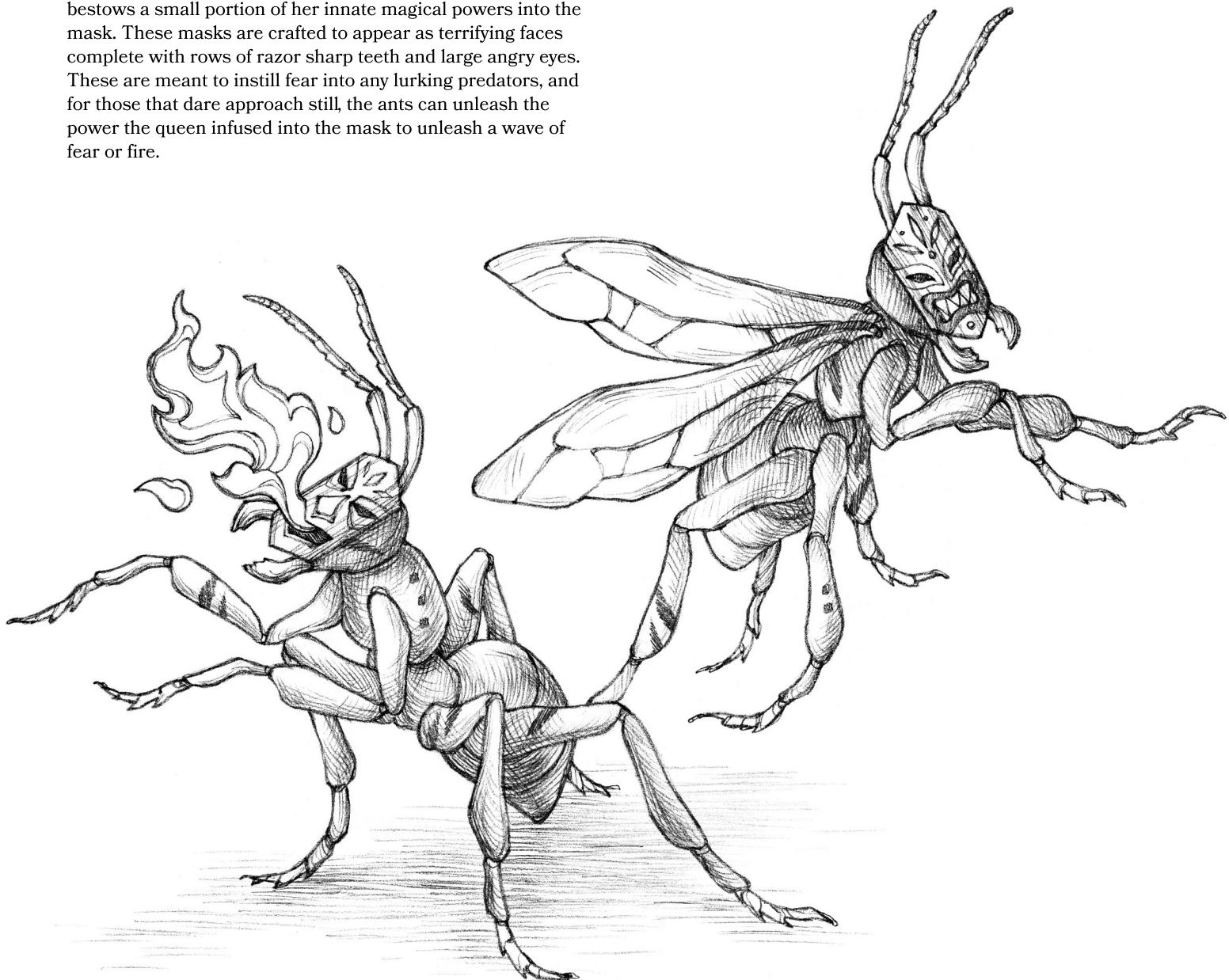
Giant Tiki Ant

It is a well-known fact that ants are incredibly intelligent creatures that can perform feats seeming impossible for creatures of their size – constructing sprawling empires just beneath the surface that can house hundreds of thousands. Giant tiki ants are another story entirely as they are not restricted by size. These ants are anywhere from twenty-four to forty inches long when they reach maturity, standing roughly eighteen inches tall. These ants still live in colonies but their numbers are much smaller, typically a few dozen in total. Colonies containing multiple hundreds of ants have been rumored however.

Masked Powers. In each colony, there are a few ants dedicated to crafting masks for the others to wear. These masks are made of wood and sculpted with specialized mandibles of carver ants. Afterwards, the masks are painted with vibrant colors and given to the queen of the colony who bestows a small portion of her innate magical powers into the mask. These masks are crafted to appear as terrifying faces complete with rows of razor sharp teeth and large angry eyes. These are meant to instill fear into any lurking predators, and for those that dare approach still, the ants can unleash the power the queen infused into the mask to unleash a wave of fear or fire.

It Takes a Village. There are many varieties of ants and a few different kinds of masks they can wear. The soldier ants come equipped with an armored exoskeleton that makes them difficult to hit with weapons, while their scouts are born with large wings that allow them to soar through the skies and spot enemies from the treetops. These ants are aware of their role and will die to protect the colony from invaders without hesitation.

A Sprawling Society. The giant tiki ants still prefer to live underground and create impressive tunnels that can span up to a mile depending on the size of the colony. These tunnels are too small for most of the ant's natural predators and any creature foolish enough to try and crawl down into these tunnels will be swiftly met by an army of soldier ants that can sense the rumbling of dirt in their tunnels from over a hundred yards away.



GIANT TIKI ANT

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	7 (-2)	14 (+2)	8 (-1)

Senses passive Perception 12

Languages ---

Challenge 1 (200 XP)

Strength Beyond Size. The ant is considered to be a Large animal for the purposes of determining its carrying capacity.

Colonial Tactics. The ant has advantage on attack rolls against a creature if at least one of the ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tiki Glare (1/Day). The ant's mask unleashes a burst of spiritual energy in a 15-foot cone. Each non-ant creature in this area must succeed on a DC 12 Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this effect, a creature must take the Dash action and move away from the ant by the safest route available on each of its turns unless there is nowhere to move. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

VARIANT: FIRE-BREATHING ANTS

Some ants can produce a blast of flame from their mask rather than inflicting terror on enemies.

A tiki ant armed with this fire-breathing capability loses the Tiki Glare ability and gains the following attack option:

Tiki Flame Burst (1/Day). The ant unleashes a burst of flame from its mask in a 15-foot cone. Each creature in this area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

VARIANT: ARMORED TIKI ANT

Some ants have an extremely thick exoskeleton that is nearly impossible for weapons to penetrate. In addition, these ants produce an acidic saliva, causing their mandibles to eat through both armor and flesh of enemies.

An armored tiki ant has a challenge rating of 2 (450 XP). It has the same statistics as a giant tiki ant except it has an AC of 18 and its mandibles attack becomes the following:

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) acid damage.

ENHANCEMENT: FLIGHT

Some ants have wings on their back that gives them limited flight capabilities. This benefit can apply to any of the other tiki ant variants.

A tiki ant with wings has a fly speed of 20 ft.

GOBLINS

This section expands upon the goblin creature found on Page 165 of the official Monster Manual. For more information about goblin behaviors, intelligence, and their culture please consult the Monster Manual. The following stat blocks provide two new variants to these iconic creatures, one weaker than the traditional goblin and the other even more powerful than a goblin boss, allowing you to use goblins for a larger span of parties.

Pitiful goblins are not much different than their ordinary goblinkin, but have a fear instilled in them and will run away from combat at the first sign of things going poorly, sometimes even passing out from the panic. Goblin brutes are bestowed with unnatural fury. It will charge foes even if they are much larger in size and will not let up their attacks until the opponent is unrecognizable. These goblins are quite rare and even though they are stronger than a goblin boss, they do not have the wits and tactics required for such a role and are used primarily as weapons in the goblin arsenal.

PITIFUL GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +4

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 1/8 (25 XP)

Cowardly. Whenever an ally dies within 60 feet of the goblin that the goblin can see, it must succeed on a DC 10 Wisdom saving throw or use its reaction to run its movement speed away from the creature that dealt the lethal blow. On a result of 5 or lower, the goblin passes out from the fear for 1d4 minutes.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

GOBLIN BRUTE

Small humanoid (goblinoid), neutral evil

Armor Class 11

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Skills Athletics +5

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Slamming Charge. If the goblin moves at least 15 feet straight toward a creature and then hits it with a battleaxe attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless Bloodlust. As long as the goblin has 20 hit points or fewer, it makes its first attack on each turn with advantage and has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Actions

Multiattack. The goblin makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

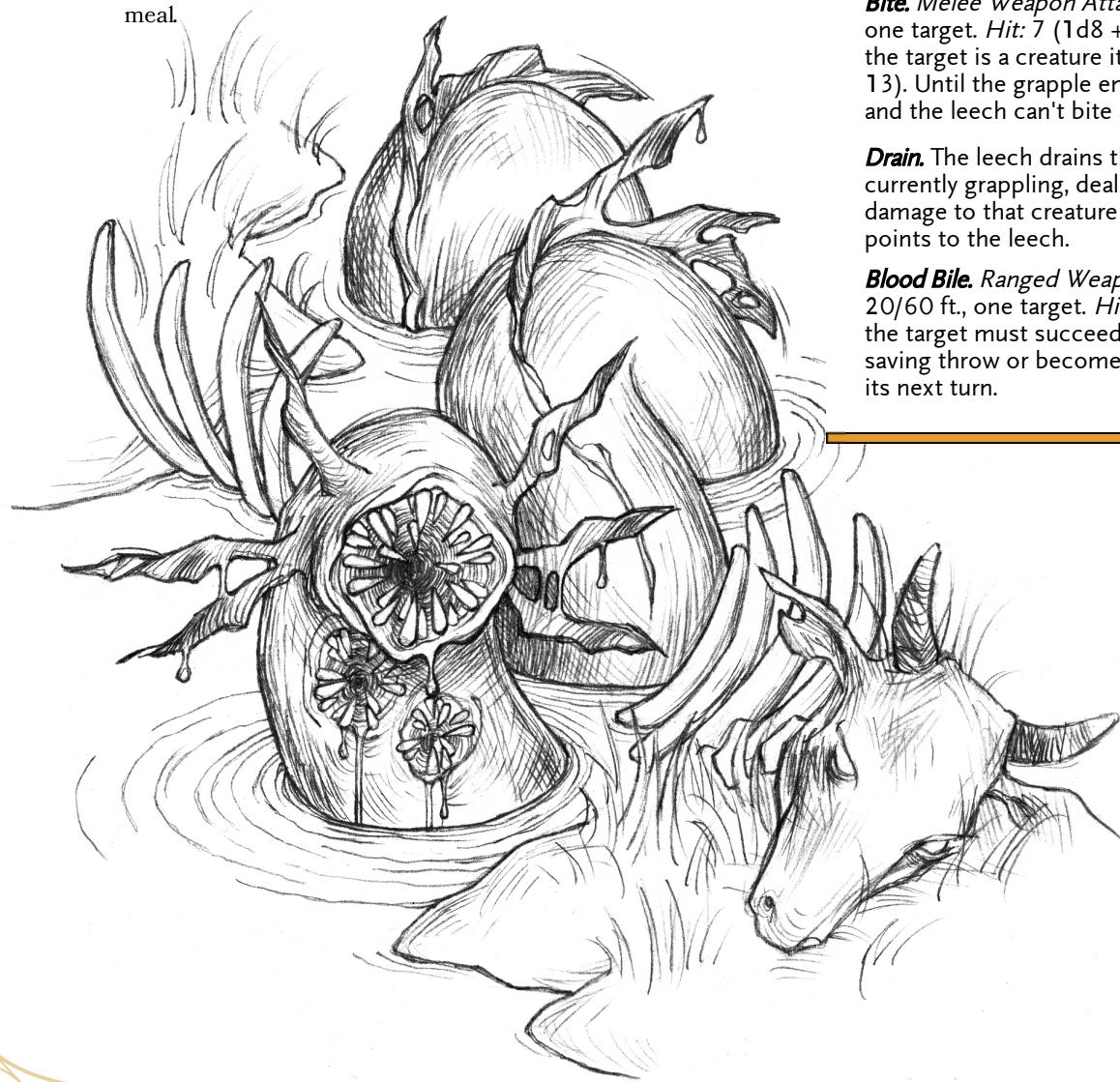
Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

GROTESQUE LEECH

These putrid leeches lurk in the still waters of swamps, waiting for anything large enough to be considered a meal to wade through before striking. It feasts on creatures as large as horses, constricting them with its slimy, foul-smelling body and sinking its large teeth into its prey. Most creatures are helpless once the leech is attached. It holds fast, unleashing a powerful anticoagulant and draining their bodies of all of its blood in a matter of minutes.

Wretched Aroma. One of the leech's primary defensive mechanisms is the potent aroma that is produced from the slime that coats its body. Fortunately for the leech, the slime only takes on this property when exposed to air, so when it is lurking in the water for its prey they are unaware of its presence. Once it emerges, however, most creatures are overwhelmed by just how powerful the odor is and have fits of gagging and often vomit on the spot. The leech uses this opening to bind its prey and start to drain it.

Solitary Predators. The leeches have a grand appetite and need to consume at least two gallons of blood a week to survive. Because of this need, there is fierce competition amongst the leeches for food. They hunt strictly alone, but many leeches may still occupy the same area. This close proximity allows them to take advantage of the misfortune or demise of their kin. If a leech is killed when it tries to attack its prey or if the prey manages to escape, another leech will be quick to swoop in and finish the job, snagging an easy meal.



GROTESQUE LEECH

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	12 (+1)	13 (+2)	3 (-4)	10 (+0)	1 (-5)
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Skills Athletics +5

Senses passive Perception 10

Languages ---

Challenge 2 (450 XP)

Repulsive Slime. A creature that ends its turn within 5 feet of the leech must make a DC 13 Constitution saving throw. On a failed save, that creature spends its action on its next turn retching and reeling from the putrid aroma produced by the leech. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and if the target is a creature it is grappled (escape DC 13). Until the grapple ends, the target is restrained and the leech can't bite another target.

Drain. The leech drains the blood of a creature it is currently grappling, dealing 10 (3d6) necrotic damage to that creature and restoring that many hit points to the leech.

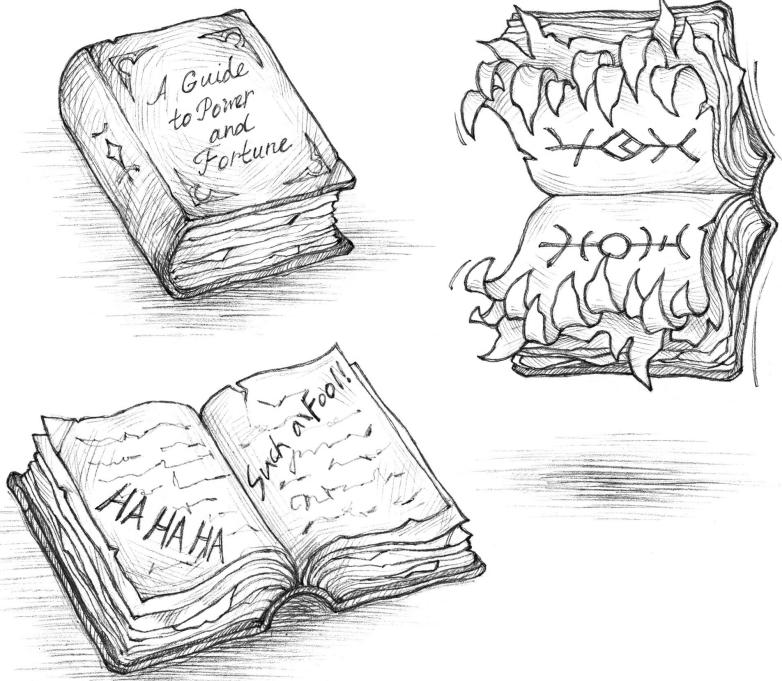
Blood Bile. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) acid damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.

HAUNTED TOME

Haunted tomes are the result of demons having fun some fun with the lives of mortals. They will create these books specifically with the purpose to lure a curious sentient being into scribbling its name down on the pages in hopes of something grand happening for them. Examining the book reveals that it is clearly magical as runes glow lightly on the surface. If a creature attempts to use magic to discern the magic stored within the book, it must make a DC 13 Intelligence (Arcana) check. On a success, they see through the demon magic and realize it is evil in nature... but on a failure they are convinced this book is a benevolent book of glorious power.

Please Sign Here. The books contents change depending on the demon that created, but the premise is always the same. The book provides enticing words that encourage the writing of one's full name within its pages, promising good fortune and riches to come their way. Perhaps it assures them that true love will find its way to them or that they will find a powerful magical weapon. It matters not, for the book speaks only lies.

Any creature that *does* scribble down its name is cursed. They are not aware of this curse, but it manifests itself at the worst possible times. Perhaps the creature is attempting to leap across a chasm... well the rocks at the edge of the cliff are probably going to give way at the last moment. Perhaps the creature is trying to convince a person of power to provide them with assistance, they might accidentally trip and knock over a priceless vase or tear a valuable painting.



HAUNTED TOME

Tiny construct, chaotic evil

Armor Class 11
Hit Points 5 (2d4)
Speed 0 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	14 (+2)	7 (-2)	4 (-3)

Senses blindsight 30ft., passive Perception 8

Languages ---

Challenge 1/4 (50 XP)

Cursed Contents. Any creature that writes its name within this tome becomes affected by a streak of terrible luck. When any of those creatures are making a critical skill check (DM's discretion), that creature makes the roll with disadvantage as some random misfortune befalls them. These misfortunes automatically become documented within the pages of the tome along with humorous and degrading remarks regarding the outcome. When the tome is destroyed or someone else writes their name in the book, the curse is lifted.

False Appearance. While the tome remains motionless, it is indistinguishable from a normal book. It will always brandish a name such as *Power and Wealth* or *Rags to Riches* and will appear in pristine condition. The contents of the book encourage a reader to write its name within the pages with promises of power.

Actions

Bite Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 2) piercing damage.

Documented Misfortune. The book documents all of the misfortunes that occur as a result of this curse, often with its own commentary added into the margins. The book mocks its victims and revels in their woe. This is typically what causes the victim to realize the source of their troubles, assuming they took the book with them, otherwise they may be forced to seek out a cleric to remove the curse that has afflicted them or to tell them the method they can use to remove the curse – which is to get another to add their name to the book or to destroy the book. If the book detects a cursed creature coming to destroy it, it will come to life with teeth of paper and bite at its attackers.

HORRORS

Horrors are creatures that are descendants or followers of the Great Old Ones. Their characteristics include wildly disfigured physical features such as a tentacle for an arm, extra eyes scattered across their body, or extra sets of teeth in their hands. Due to these traits, they are often found in robes and masks, which often makes them the target of suspicion.

Devoted Cultists. These horrors are aligned to an ancient entity, some of which are so powerful it can drive one mad to simply hear its full name spoken. These entities worship this power, feed on it, and provide their god with whatever it is they request – often tributes in the form of flesh and blood from unwilling victims. These cultists cannot be reasoned with for their minds are often far past the point of reason, and some of the more powerful horrors are beyond such thought.

HORROR TYPES

These horrors are broken down into a few distinctive types, the weakest of which are formed from humanoids that have fallen to the allure of the cult. The strongest are typically creations of the cult, gifts granted by their god in exchange for the sacrifices of its followers. A sample leader for one of these cults is listed below – the original founder of the cult. This entity started as a humanoid, but through its dedicated service has transformed into something far more sinister.

FACELESS ZEALOT

The zealot is the weakest of the horrors, but is far from a pushover. These zealots are humanoids that have fallen prey to the allure of the cult and have given themselves to the cause entirely. Part of the initiation rights for these disciples is to prove their loyalty by carving up their face with a ritual dagger until nothing of the former individual remains. They become an anonymous follower, casting out the ties of their former life as they cast out their own eyes and teeth as they are ripped one by one from their mouth. Few of these zealots survive this gruesome process, but those who do are rewarded with the ability to inflict madness on non-believers.

DISFIGURED DISCIPLE

When a zealot has proven its abilities to the cult, it is gifted the opportunity to ascend to something greater. This process occurs rarely and requires the sacrifice of at least ten non-believers (half of which must be children) in what the cult calls the Ceremony of Ascendance. The disciple is submerged in the blood of these heretics and left for twenty-four hours. If they are deemed worthy in the eyes of the gods, they will emerge from the blood reborn. Each disciple gains a unique set of characteristics that provide it with strengths it can use to serve its master.

WRITHING ABOMINATION

The writhing abomination is created from the bodies of sacrificed individuals leftover from a Ceremony of Ascendance. These are thrown into a pit and over the next month regular sacrifices are made by the members of the cult in the form of blood and appendages. Ceremonies are frequently performed around this pit, but none are permitted to gaze within or illuminate the darkness to see what dwells below. When the time comes, a writhing abomination will crawl from the depths and obey the commands of the leader of the cult.

ORACLE OF DISTORTION

An oracle is the second highest rank of the cult. These beings speak directly to the gods, a feat that requires a powerful mind, one that is numb to all but the voice of the great one they serve. One type of oracle is an oracle of distortion, a being that twists reality around it at will. Their strength is so vast that no voices can pierce the aura that surrounds them and no creature can look upon their mind, for it is simply a vessel for a greater power. These creatures have no volition of their own, blindly obeying orders of an imperceivable whisper in the back of their mind, unleashing powerful magics that they have been gifted to defeat those who would oppose the cult.

THE DREAD BRINGER

While the leader of an individual cult varies depending on the being it worships, there is always one who initiated the following and is granted power above all others. These beings, no matter what they started as, are completely unrecognizable as anything but a monstrosity.

The dread bringer has a humanoid shape and wears a skull on its face, but the space beyond this mask is simply a void. It wears crimson robes which are shredded and tattered, but conceal the entity's body completely. From the base of the robes erupt a legion of tentacles that the dread bringer uses to move as if gliding. One of its arms is a large writhing tentacle that can extend in length at will, while the other is humanoid arm but with all but the bone removed. The fingers at the end of this hand are filed down to savage points and despite a lack of muscle, this arm contains immense strength and agility. Around the dread bringer's neck are multiple talismans with mysterious runes inscribed upon them, their true meaning only known to the entity itself and the god it worships.

FACELESS ZEALOT

Medium aberration, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	16 (+3)	6 (-2)	7 (-2)

Senses blindsight 30ft., passive Perception 8

Languages telepathy 120 ft.

Challenge 1/2 (100 XP)

Actions

Multiattack. The zealot makes a dagger attack and then attempts to grapple a target.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Mental Assault (1/Day). The zealot attempts to overwhelm the mind of a creature that it has grappled. That creature must succeed on a DC 13 Intelligence saving throw or take 5 (1d10) psychic damage and come under the effects of one of the following madness effects for one hour:

- **Blinding Agony** – The creature closes their eyes and is convinced they have been sealed shut permanently. The creature is blind until the effect fades.
- **Silence Eternal** – The creature closes their mouth and is convinced it has been sealed shut permanently. The creature cannot speak until the effect fades.
- **Maddening Gibberish** - All words the creature hears become twisted and garbled, shifting pitches and order in unpredictable ways. The creature cannot hear the voices of others until the effect fades.

DISFIGURED DISCIPLE

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	13 (+1)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages Deep Speech

Challenge 2 (450 XP)

Terrorizing Transmogrification. The disciple contains three distinct mutations that affect its combat abilities, its movements, and its defenses. Choose randomly from the lists below or choose them yourself to craft specific monstrosities.

Head

Serpent's Tongue - The disciple has a large snake-like tongue that can smell the air for nearby enemies. The disciple gains a blindsight of 20 ft.

Swarming Eyes - The disciple's face is covered in over a dozen extra eyes. It is immune to the blinded condition and gains darkvision 60 ft.

Putrid Boils - The disciple's face is coated in putrid boils and blisters. Whenever a creature touches the disciple or hits it with a melee weapon attack while within 5 feet, that creature takes 5 (1d10) acid damage as a boil bursts with vile pus.

Body

Jagged Spine - The disciple has massive spikes protruding from its spine. Any creature that attempts to grapple the disciple takes 11 (2d10) piercing damage.

Winged Horror - The disciple has a set of large bat-like wings, providing it with a 30 ft. fly speed.

Thick Flesh - The disciple's face and body are colored a deep purple and its flesh becomes as tough as armor. Non-magical weapon attacks against the disciple deal 3 less damage to a minimum of 1.

Arms

Tentacled - The disciple's left arm is a long, sticky tentacle. The disciple's off-hand attack is the following:

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage and the target is grappled if it is size Large or smaller. A creature can break free of this grapple by using its action and succeeding on a DC 12 Strength saving throw.

Carved Bone - The disciple's left hand is sliced off and the remaining bone has been filed down to a sharp points. The disciple's off-hand attack is the following:

Bone Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage.

Dual Claws - The disciple's left arm is raw bone that splits into two distinct forearms at the elbow. At the end of each of these is a set of vicious claws. The disciple's off-hand attack is the following:

Dual Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Actions

Multiattack. The zealot makes one attack with its longsword and one with its off-hand attack.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

WRITHING ABOMINATION

Large aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	4 (-3)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses passive Perception 8

Languages ---

Challenge 3 (700 XP)

Magic Resistance. The abomination has advantage on saving throws against spells and other magical effects.

Regenerative Form. Whenever the abomination is reduced to 0 hit points, it explodes into a mass of gore. Dozens of individual tentacles from the abomination attempt to crawl away and hide, burrowing into the ground or finding nearby nooks and crannies in which they can hide. Over the next week, the escaped tentacles find their way back together and reform a new writhing abomination. Once an abomination has reformed in this way, it cannot do so again for one month and dying before this time has passed results in permanent death.

Actions

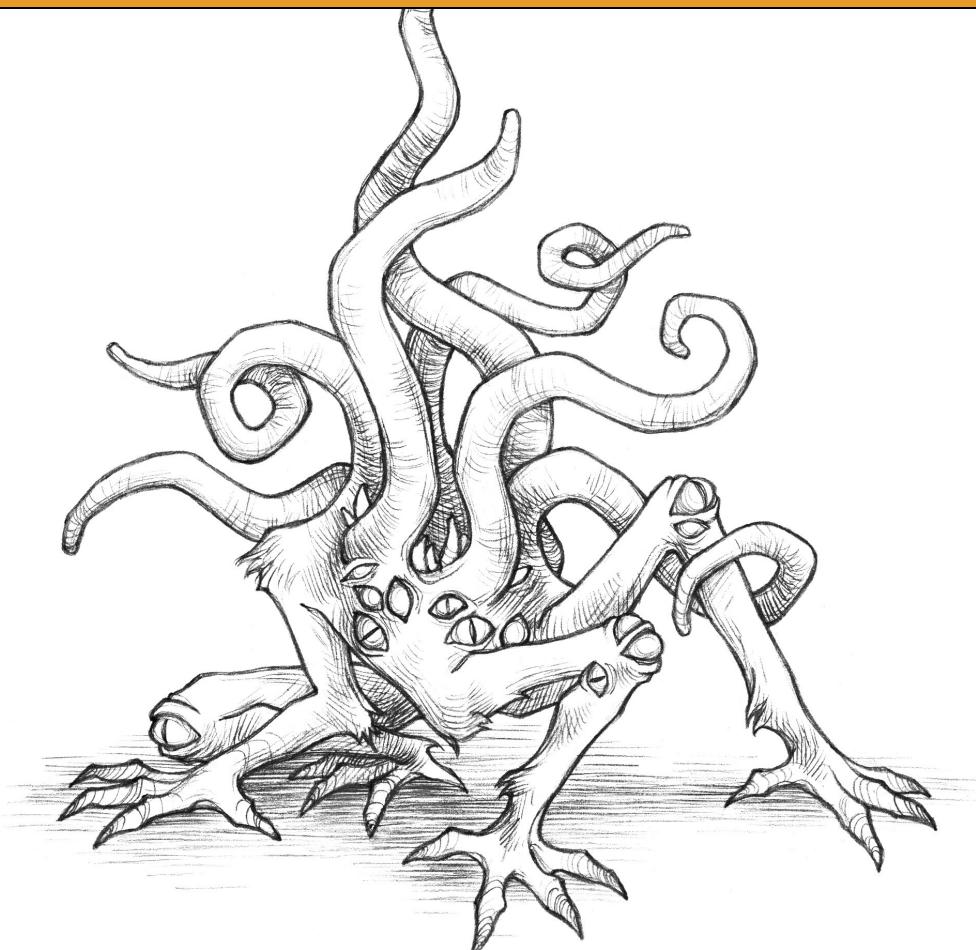
Multiattack. The abomination makes two attacks with its claws and two with its tentacles.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the creature is grappled if it is of size large or smaller. A creature can break free of this grapple by using its action and succeeding on a DC 14 Strength saving throw. A creature can also attack and destroy the tentacle to free the grappled creature. Each tentacle has 5 hit points and an AC of 10.

Consuming Grasp. The abomination picks up a single creature that it has grappled and slams that creature down upon its own tentacled back. That creature takes 11 (2d10) bludgeoning damage and must succeed on a DC 14 Strength saving throw or become restrained, otherwise it remains grappled. The abomination can only have one creature restrained at a time.

Tentacle Smash. The abomination picks up two creatures that it has grappled in its tentacles and smashes them together with tremendous force. Each of those creatures takes 16 (3d10) bludgeoning damage and are then tossed to an empty space up to 20 feet away. Those creatures must succeed on a DC 14 Dexterity saving throw as they hit the ground or fall prone.



ORACLE OF DISTORTION

Medium aberration, chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	18 (+4)	6 (-2)	12 (+1)

Saving Throws Dex +6, Int +7

Damage Immunities psychic

Senses passive Perception 8

Languages ---

Challenge 5 (1,800 XP)

Illusory Defenses. When a creature rolls a successful attack against the oracle, roll a d20. On a result of 1-9, the attack hits an illusory version of the oracle and deals no damage. On a result of 10-20, the attack functions as normal.

Imperceivable Thoughts. Creatures can't read the mind of the oracle or attempt to sway its actions via magic. Any creature that attempts to do so immediately takes 11 (2d10) psychic damage.

Aura of Distortion. Words spoken within 20 feet of the oracle are transformed into a jumbled, garbled mess. Verbal communication is impossible and creatures are unable to perform the verbal components of spells.

Actions

Mind Twist. Target creature within 90 feet of the oracle must succeed on a DC 15 Intelligence saving throw or take 22 (4d10) psychic damage. If a creature fails this saving throw by 10 or more, its mind is left jumbled and it is unable to cast spells on its next turn.

Locational Reconfiguration (Recharge 5-6). Target creature must succeed on a DC 15 Wisdom saving throw or take 11 (2d10) psychic damage and be teleported 50 feet straight up and begin to fall. At the end of that creature's next turn, it slams into the ground and takes 17 (5d6) bludgeoning damage unless it has a way to mitigate this effect.

Conjure Replicant Fighters (1/Day). The oracle chooses two creatures it can see within 60 feet. In an empty space adjacent to each of those creatures, a perfect replica of that creature is conjured into existence with a burst of bright light. These replicants persist for 1 minute or until the oracle dies. Roll a d20 for each of these creatures and add them to the initiative order.

These entities have 25 hit points, AC 13, and have a single attack:

Illusory Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

These replicants are perfect copies and cannot be distinguished from the creature it is copying and will always attempt to stay adjacent to that creature. The replicant can mimic physical movements perfectly but cannot speak. If the real creature attempts to convince its allies they are the real version, have each creature within 60 feet that can see and hear both creatures make a DC 13 Wisdom (Perception) check, determining the true creature on a success. On a total result of 5 or lower on this check, the creature becomes convinced the replicant is the real version.

THE DREAD BRINGER



THE DREAD BRINGER

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 40 ft., hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	21 (+5)	6 (-2)	15 (+2)

Saving Throws Con +7, Int +9, Str +7
Skills Arcana +10, Deception +6, Perception +2
Damage Immunities psychic
Senses passive Perception 12
Languages Deep Speech, telepathy 120 ft.
Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If the dread bringer fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dread bringer has advantage on saving throws against spells and other magical effects.

Aura of Madness. Each creature that starts its turn within 60 feet of the dread bringer or enters that area for the first time on a turn must succeed on a DC 15 Intelligence saving throw or go mad for 1 minute. A creature that has been driven mad cannot speak and must use its action to attack the creature nearest to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dread bringer's Aura of Madness for the next 24 hours.

Actions

Multiattack. The dread bringer uses its Mark of the Dread Bringer. It then makes two attacks with its claws, or one attack with its claws and one attack with its crush of tentacles.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Crush of Tentacles. A swarm of tentacles erupt from the ground around a creature within 90 feet. That creature must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage. If the creature failed the saving throw, it must also succeed on a DC 15 Strength saving throw or become grappled (escape DC 15).

Beam of Unmaking (Recharge 5-6). *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 45 (10d8) necrotic damage and the target must succeed on a DC 17 Charisma saving throw or be banished until the end of its next turn.

Glimpse the Abyss (1/Day). The dread bringer removes its mask and gives nearby creatures a glimpse into the void beyond. Each creature within 60 feet of the dread bringer that can see it must succeed on a DC 17 Intelligence saving throw or become stunned. A creature that isn't surprised can avert its eyes to gain advantage on this saving throw. If it does so, it can't see the dread bringer until the end of its next turn. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Mark of the Dread Bringer. The dread bringer extends a bony claw and places a random mark on the chest of an unmarked creature within 120 feet. This mark persists for 3 turns. The varieties of marks are as follows:

- **Seal of Sovereignty** - The target is marked with a glowing yellow seal. When the seal is placed, a small yellow orb of light spawns 30 feet away from that creature. On initiative count 20 (losing initiative ties) the orb moves 20 feet closer to the marked creature and that creature is filled with a looming sense of dread. If the orb reaches the creature before the mark expires, that creature must make a DC 17 Wisdom saving throw, taking 45 (10d8) psychic damage on a failed save and becoming a puppet of the dread bringer. On that creature's next turn, the dread bringer controls all of its actions. On a success, this deals half that much psychic damage and the creature is not controlled.
- **Seal of Stagnation.** The target is marked with a glowing blue seal. That creature's feet seem to fuse with the floor itself and even the slightest attempt to move them sends jolts of pain up its body. The creature takes 5 (1d10) psychic damage for every 5 feet it moves while affected by this seal.
- **Seal of Solidarity.** The target is marked with a glowing red seal. The creature sees all of its allies become outlined in a faint red light and a fear of those creatures sets in. If the marked creature ends its turn within 15 feet of any allied creature, the seal detonates. When this happens, each creature within 15 feet of the seal's marked target (including the marked creature) must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Legendary Actions

The dread bringer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dread bringer regains spent legendary actions at the start of its turn.

Claw. The dread bringer makes one claw attack.

Teleport. The dread bringer magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Mental Anguish (Costs 2 Actions). Target creature within 60 feet must succeed on a DC 17 Intelligence saving throw or lose concentration on any spells it is maintaining.

MINOTAURS

This section expands upon the minotaur creature found on Page 223 of the Monster Manual. For more information about minotaur behaviors, intelligence, and their culture please consult the Monster Manual. The following stat blocks provide three new minotaur variants as well as a minotaur specific pet. These can be used alongside the default minotaur to provide a variety to minotaurs your players may encounter in a labyrinth or out in the wilds.

LABYRINTH CRAWLER

Labyrinth crawlers are a minotaur's best friend, and takes on many characteristics of their masters. They are similar in size and form to a mastiff, but are a bit shorter and packed with much more muscle. In addition to that, they have either two horns that jut out of either side of their head or a singular nose that extends out of the center of its head. The crawlers are malicious creatures and can produce an ear piercing screech that causes victim's sense of time and direction to become distorted and incomprehensible for an hour – particularly painful for those delving through a labyrinth.

MINOTAUR SHAMAN

Some minotaurs find the ability to cast spells gifted to them by their ancients. These are typically minotaurs that execute the clans rituals and ceremonies, providing extra flourish through their magics and showing the gods that they are faithful. The shaman use the strength granted by the spirits to increase the power of their allies or to inflict pain on those that would oppose the clan. That being said, they are still incredibly powerful and can send enemies flying with their greatclubs.

MINOTAUR TOTEM WARRIOR

A totem warrior uses a grand totem as its weapon, meticulously decorated with carvings of gods and ancients that the minotaurs believe give them strength in battle. These are typically elder minotaurs, covered in scars from multiple combats and success in a number of clan trials. They come to appreciate that combat is about more than brute strength and incorporate this knowledge into their fighting. The totems are also quite effective as smashing in the doors of those the minotaurs don't like.

MINOTAUR RAMPAGER

A rampager is a being of pure rage that is typically kept bound by the other minotaurs until needed – their temper too uncontrollable to allow them to be a member of society. They are purely tools of war with the strategy being to set them loose in the direction of the enemy and hope you don't get between the rampager and its target. These creatures are particularly effective when fighting those in a labyrinth, as the thrill of the hunt fills them with excitement and adrenaline that they use to destroy all that stand in their path.

LABYRINTH CRAWLER

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Senses darkvision 60ft., passive Perception 11

Languages ---

Challenge 1 (200 XP)

Labyrinthine Recall. The crawler can perfectly recall any path it has traveled.

Flawless Tracker. The crawler can track down any creature it has smelled in the last 24 hours unless that creature's location is concealed through magical means.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Befuddling Screech (1/Day). The crawler lets out an ear piercing screech in a 30-foot cone that reverberates in frequencies that cause the minds of most creatures to become scrambled. Each creature in this cone must succeed on a DC 11 Wisdom saving throw or take 5 (1d10) psychic damage and lose its sense of time and direction for 1 hour.

MINOTAUR SHAMAN

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	8 (-1)	18 (+4)	10 (+0)

Skills Perception +8
Senses darkvision 60ft., passive Perception 18
Languages Abyssal
Challenge 3 (700 XP)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Spellcasting. The shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The shaman has the following cleric spells prepared:

1st level (4 slots): *bane*, *faerie fire* 2nd level (3 slots): *barkskin*, *enhance ability*, *silence* 3rd Level (2 slots): *bestow curse*, *spirit guardians*

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

MINOTAUR TOTEM WARRIOR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	16 (+3)	8 (-1)

Skills Athletics +6, Perception +7
Senses darkvision 60ft., passive Perception 17
Languages Abyssal
Challenge 4 (1,100 XP)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Battering Ram. If the minotaur moves at least 10 feet straight towards a target and then hits it with a totem attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 20 feet and knocked prone. If the target is a structure, this attack deals double damage.

Actions

Totem. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Totemic Smash (Recharge 5-6). The minotaur smashes its totem on the ground, causing a shockwave to ripple forth in a 15-foot cone. Each creature in this area must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and 11 (2d10) thunder damage on a failed saving throw, or half as much damage on a successful one. Creatures that fail this saving throw by 5 or more also fall prone.

Reactions

Totemic Armor. The minotaur stands strong and calls upon its inner strength to toughen its flesh from incoming attacks. When an enemy hits the minotaur with an attack that it can see, the minotaur can use its reaction to halve the damage of that attack.

MINOTAUR RAMPAGER

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	9 (-1)	17 (+3)	12 (+1)

Skills Athletics +9, Perception +9

Senses darkvision 60ft., passive Perception 19

Languages Abyssal

Challenge 5 (1,800 XP)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

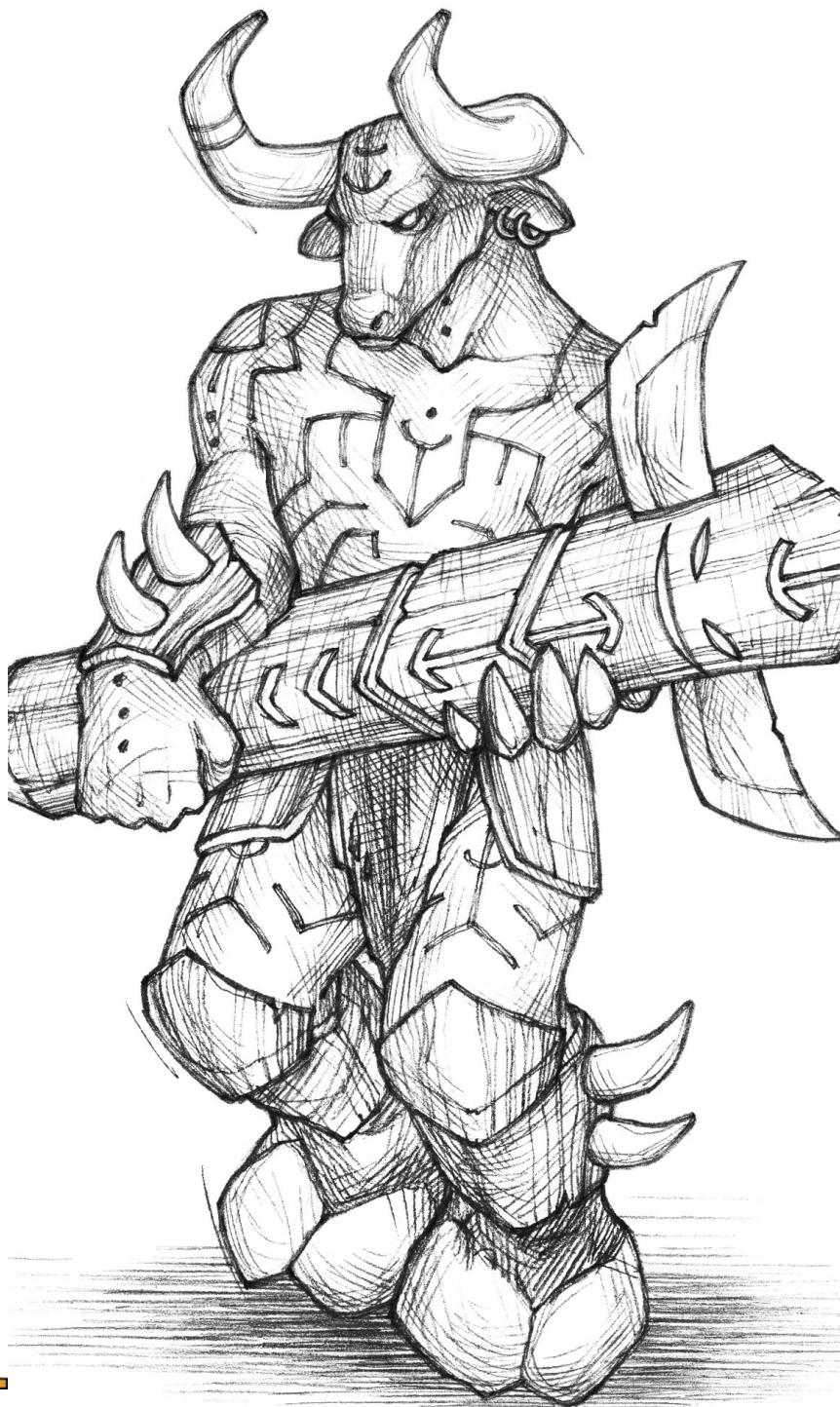
Endless Fury. The minotaur's rage makes it blind to the pain being inflicted upon it until it feels the possibility of death is a reality, at which point it uses a new surge of adrenaline to bring a new deadly strength to every strike. As long as the minotaur is at or above half of its maximum hit points, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. As long as the minotaur is below half of maximum hit points, its strength bonus is doubled for all of its attacks (included in the attacks).

Actions

Greatmaul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage, or 23 (2d12 + 10) if the minotaur is below half of its maximum hit points.

Hoof Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 24 (3d12 + 5) bludgeoning damage or 29 (3d12 + 10) if the minotaur is below half of its maximum hit points..

Rampaging Charge (Recharge 5-6). The minotaur expends all of its movement to charge up to 40 feet in a straight line. Each creature in the minotaur's path must succeed on a DC 16 Dexterity saving throw or be pushed up to 10 feet to either side of the minotaur's path, knocked prone, and take 32 (5d12) bludgeoning damage. A creature that succeeds on the saving throw takes half as much damage and is pushed but not knocked prone. This movement by the minotaur does not provoke attacks of opportunity.



OUTLAWS

Bandits are a problem that persists in any world, but sometimes they are a bit more powerful than your run-of-the-mill criminals with a shortsword. Some of these outlaws are former adventurers that lived a life of luxury, ran out of funds, and decided that criminal activity is better than going back into the wilds. Others are soldiers that went AWOL and must now resort to thievery as their name is spoken with disgrace.

Safety in Numbers. Some of the stat blocks listed below are in the form of squads. This is a clean way to create a massive group of enemies to go up against a highest level group without needing to track actions and hit points for a dozen or more enemies. Your players will feel more heroic striking down entire groups of enemies, but will also still be threatened as a flurry of weapons come their way.

SQUAD OF BANDITS

Large swarm of Medium humanoids (any race), any non-lawful alignment

Armor Class 11 (leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium bandit. The swarm can't regain hit points or gain temporary hit points.

Actions

Scimitars. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 6 (1d6 + 3) slashing damage if the swarm has half of its hit points or fewer.

SQUAD OF THUGS

Large swarm of Medium humanoids (any race), any non-good alignment

Armor Class 11 (leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Power in Numbers. The swarm has advantage on an attack roll against a creature if the swarm has at least half of its maximum hit points..

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium bandit. The swarm can't regain hit points or gain temporary hit points.

Actions

Maces. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, or 7 (1d6 + 4) bludgeoning damage if the swarm has half of its hit points or fewer.

Heavy Crossbow Barrage. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) piercing damage, or 5 (1d10) piercing damage if the swarm has half of its hit points or fewer.

VETERAN OUTLAW

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	13 (+1)

Skills Deception +5, Insight +6, Sleight of Hand +7

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Experienced Insight. The outlaw has advantage on initiative rolls.

Throwing Specialty. A thrown weapon deals one extra die of its damage when the outlaw hits with it (included in the attack).

Actions

Multiattack. The outlaw makes two melee attacks or three ranged attacks with its daggers. No more than one of these attacks can be a poisoned dagger.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage or 8 (2d4 + 3) piercing damage if thrown.

Poisoned Dagger (3/Day). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage or 8 (2d4 + 3) piercing damage if thrown, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage

OUTLAW COMMANDER

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (splint mail)

Hit Points 98 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)

Skills Athletics +6, Intimidation +6, Performance +4, Persuasion +6

Senses passive Perception 10

Languages Common and any one other language

Challenge 4 (1,100 XP)

Commander's Presence. Whenever one of the commander's allies is within 60 feet must make a saving throw, that creature gains a +1 bonus to the saving throw if the commander isn't incapacitated.

Actions

Multiattack. The commander makes two melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Expose Weakness (Recharge 4-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage and the target has its AC reduced by 2 until the beginning of the commander's next turn.

OUTLAW WARLORD

Medium humanoid (any race), any non-lawful alignment

Armor Class 20 (plate, shield)

Hit Points 108 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Str +7, Dex +3, Int +6

Skills Arcana +6, Athletics +7, Insight +5,
Intimidation +6, Perception +5

Senses passive Perception 15

Languages Common and any two other languages
Challenge 6 (2,300 XP)

Eldritch Knight Spellcasting. The warlord is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The warlord has the following wizard spells prepared:

Cantrips: *message, true strike*

1st level (4 slots): *charm person, fog cloud, magic missile, shield*

2nd level (2 slots): *magic weapon, misty step*

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the warlord regains 15 hit points.

War Caster. The warlord can perform the somatic components of spells, even with a weapon or shield equipped in one or both hands. In addition, the warlord has advantage on concentration saving throws.

Actions

Multattack The commander makes three attacks with its longsword or two with its javelins.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage is used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

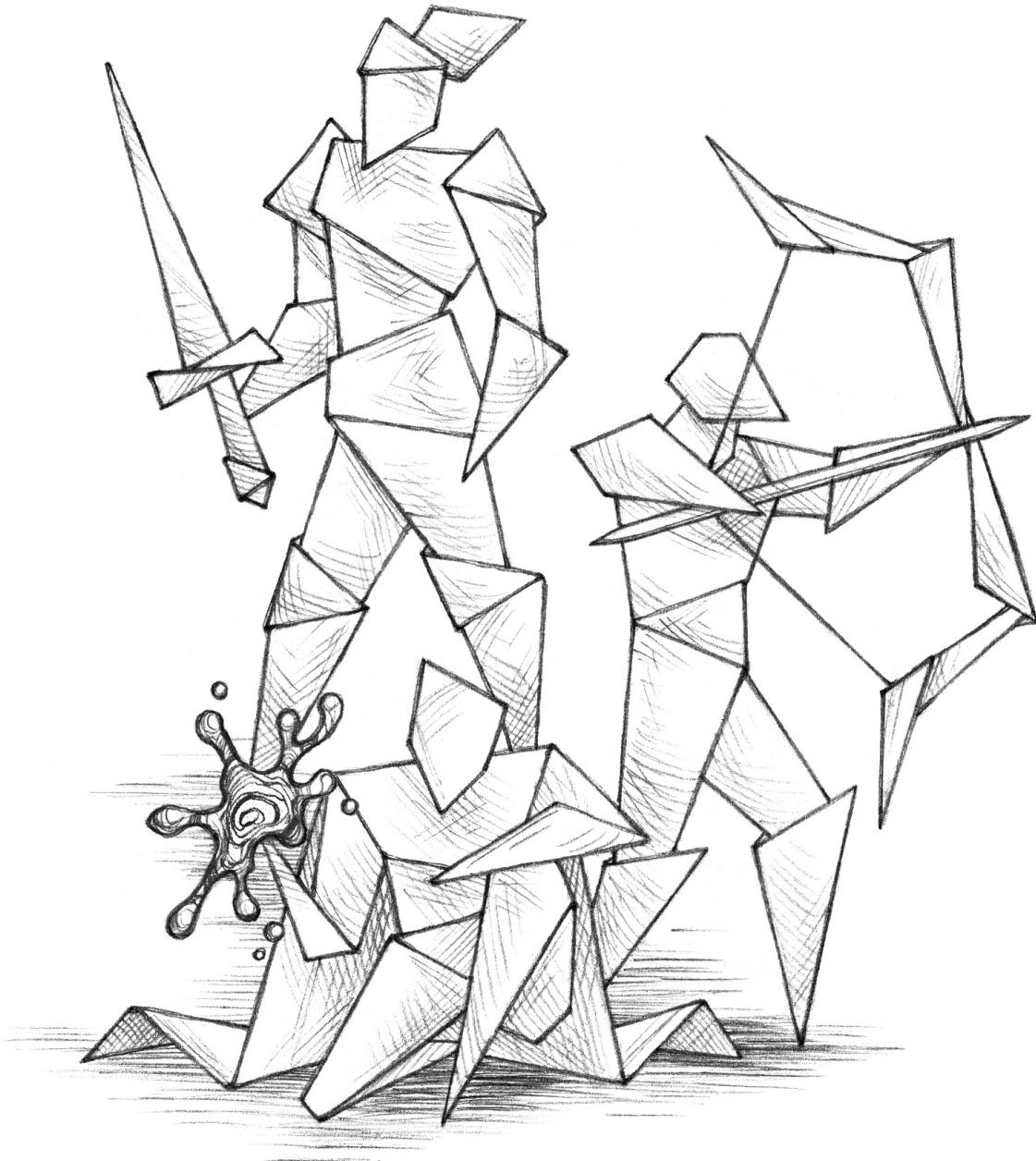


PAPER WARRIORS

Paper warriors are tiny constructs that are much more deadly than they appear at a glance. Their tiny size and ability to be easily hidden within the pages of a book means they are excellent guards for a library or a study. These little entities do not have a mind of their own and simply follow the commands of the creature that created them. Once their mission has been completed, these warriors go dormant until given a new set of instructions. While dormant, these little warriors appear as an ordinary paper toy.

One Part Paper, One Part Magic. These paper warriors are created from ordinary scraps of paper that are bestowed with a bit of magical energies. A moderately powerful spellcaster can enchant one of these beings. Novices create paper warriors that lie dormant until a specific condition occurs, such as someone trying to access a private document, before springing to life. More advanced spellcasters can create complex commands for these little constructs to perform, some even folding themselves into gliders and serving as messengers when a raven is not available.

Constructed Nature. A paper warrior does not require air, food, drink, or sleep.



PAPER KNIGHT

Tiny construct, unaligned

Armor Class 13

Hit Points 4 (3d4 - 3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	4 (-3)	8 (-1)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 9

Languages ---

Challenge 1/8 (25 XP)

Nimble. The paper construct has advantage on Dexterity saving throws and can disengage as a bonus action. Its long jump is 15 feet and its jump height is 10 feet, with or without a running start.

Paper Form. The paper construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1/8 inch wide without squeezing.

Water Susceptibility. For every 5 feet the paper construct moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Paper Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

PAPER RANGER

Tiny construct, unaligned

Armor Class 14

Hit Points 6 (4d4 - 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	8 (-1)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Nimble. The paper construct has advantage on Dexterity saving throws and can disengage as a bonus action. Its long jump is 15 feet and its jump height is 10 feet, with or without a running start.

Paper Form. The paper construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1/8 inch wide without squeezing.

Water Susceptibility. For every 5 feet the paper construct moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Shred. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

Paper Shortbow. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

PAPER MAGE

Tiny construct, unaligned

Armor Class 13

Hit Points 12 (8d4 - 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	14 (+2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages ---

Challenge 1/2 (100 XP)

Nimble. The paper construct has advantage on Dexterity saving throws and can disengage as a bonus action. Its long jump is 15 feet and its jump height is 10 feet, with or without a running start.

Paper Form. The paper construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1/8 inch wide without squeezing.

Water Susceptibility. For every 5 feet the paper construct moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Shred. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage.

Ink Barrage. *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) bludgeoning damage and the creature must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

Literary Eruption (1/Day). The paper mage causes a book within 30 feet to violently explode, blasting high speed scraps of paper in a 15-foot cone from the book's location. Each creature in this area must make a DC 12 Dexterity saving throw, taking 10 (4d4) slashing damage on a failed save or half as much damage on a successful one. The book is completely destroyed by this process.

PHOENIX

The phoenix is a creature thought to bring boundless good fortune to any who gaze upon it, but only a lucky few ever get the opportunity to do so. It is a grand bird with a wingspan of over thirty feet, each of its feathers a vibrant red, yellow, and orange that give them the appearance of flames. When the phoenix flaps its wings, plumes of fire erupt in its wake.

Phoenix tend to live within active volcanoes, bathing in the fires below and only emerging when it needs to hunt or to aid those in need. As it flies, it leaves a trail of cinders in the sky and rains ash down on the land below. If this ash makes contact with soil, plant life flourishes in the area within the next few days.

Eternal Life. A phoenix is never at risk of perishing as a result of old age. When the phoenix's time comes, its body becomes wreathed in flames and crumbles to ash. From the ash emerges a new, healthy phoenix hatchling. If the hatchling is killed, the phoenix will perish permanently, but a phoenix always plunges into the heart of a volcano when it senses the end of its days are near, providing the hatchling with the planet's natural protection.

Watchful Guardian. The phoenix can sense when good aligned creatures are in danger within a ten mile radius. The phoenix is a compassionate creature and will fly to aid these creatures, but this does not mean an alliance has been formed. The phoenix is a creature that serves its own needs and does not obey the call of any individual and any attempt to take away its freedom may be met with violence.

Magical Feathers. The phoenix's feathers will occasionally fall from its body as it soars overhead. These feathers are considered treasures, gifts from the majestic protectors of good. These feathers contain powerful innate magics that can be used to craft potent potions or can be used in conjunction with an arrow to create a projectile that bursts into flames when it strikes its target. Others use them in rituals of good fortune during holidays and other such celebrations, hoping to attain the blessing of the phoenix in the seasons to come.



PHOENIX, ADULT

Large elemental, lawful good

Armor Class 15

Hit Points 105 (14d10 + 28)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +8, Int +6, Cha +7

Damage Immunities fire

Skills Perception +5

Senses passive Perception 15

Languages Understands Common and Ignan but can't speak

Challenge 6 (2,300 XP)

Blazing Feathers. The feathers that cover the phoenix's body are constantly ablaze. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally, a creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Eternal Rebirth. When the phoenix dies, its body bursts into flames and leaves behind a large pile of superheated ashes with a hatchling phoenix alive at its center.

Flyby. The phoenix doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Keen Sight. The phoenix has advantage on Wisdom (Perception) checks that rely on sight.

Omen of Good Fortune. Gazing upon an adult phoenix is considered to be a great honor and fills creatures that do so with inspiration and determination. A creature that sees the phoenix can roll a d4 and add the number rolled to all skill checks and attack rolls made for the next hour.

Actions

Multiattack The phoenix makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) fire damage.

Talons *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 4 (1d8) fire damage.

Wreath of Flames (Recharge 5-6). The phoenix rapidly flaps its wings and causes a ring of flame to explode out of its body. Each creature within 30 feet of the phoenix must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

PHOENIX, HATCHLING

Small elemental, lawful good

Armor Class 13

Hit Points 27 (5d6 + 10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	15 (+2)	14 (+2)	14 (+2)

Saving Throws Dex +4, Int +4, Cha +4

Damage Immunities fire

Skills Perception +4

Senses passive Perception 14

Languages Understands Common and Ignan but can't speak

Challenge 1 (200 XP)

Blazing Feathers. The feathers that cover the phoenix's body are constantly ablaze. These flames shed bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, a creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

Flyby. The phoenix doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Keen Sight. The phoenix has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack The phoenix makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) fire damage.

Talons *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 2 (1d4) fire damage.

PRIMEVAL STRIX

The primeval strix is the antithesis of the phoenix. The strix is similar in appearance to a giant owl, standing at over seven feet tall with a thirty foot wingspan of its own. The strix's face projects horror – two massive eye sockets that are filled with nothing but a black void. The white feathers that encase these eyes give it the appearance of a skull. The rest of its body is coated in thick black, silver, and navy feathers. Those who look upon the strix are filled with both terror and misfortune and seeing one is considered to be the illest of omens.

Malicious Entities. The strix seeks to cause harm, its favorite activity being to fly over ships out at sea. Every sailor knows that the strix means bad luck is on the way and it will incite panic and sometimes even cause a mutiny. On rare occasions, a ship may even sink as a result of the sheer dread caused by merely gazing upon the great avian monstrosity.

Phoenix Hunters. The strix is deeply jealous of the phoenix's eternal life and when the strix nears the end of its own lifespan it will seek out phoenix to kill. Once the deed is complete, it will devour the hatchling born from the ashes of this phoenix, ending the cycle of rebirth permanently. The devouring of the phoenix incinerates the strix's internal organs and results in its death, but it dies in a state of bliss at the knowledge of what it has done.

Magical Feathers. The strix's feathers will occasionally fall from its body as it soars overhead. These feathers are considered a plague on the lands. Plants within five feet of the feather will wither and decay over the next few days, toppling even the tallest of trees. Even the fiercest of animals know instinctively to stay a great distance away from the feather. The feather will persist for up to a month or until a creature will ill intent stumbles upon it and takes it for themselves. The feather of a strix can be used to craft deadly poisons or potions that inflict misfortune on the target for up to weeks at a time.



PRIMEVAL STRIX

Large monstrosity, chaotic evil

Armor Class 14

Hit Points 105 (14d10 + 28)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dex +7, Int +7, Cha +8

Skills Perception +5, History +7

Senses passive Perception 15

Languages Understands Common and Abyssal but can't speak

Challenge 6 (2,300 XP)

Horrifying Visage. When a creature that can see the strix's eyes starts its turn within 30 feet of the strix, the strix can force it to make a DC 15 Wisdom saving throw if the strix isn't incapacitated and can see the creature. If the creature fails the saving throw, it becomes frightened. The frightened creature can repeat the saving throw at the end of its next turn, ending the effect on a success and becoming immune to the strix's horrifying visage for 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the strix until the start of its next turn, when it can avert its eyes again. If a creature looks at the strix in the meantime, it must immediately make the save.

Flyby. The strix doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Keen Sight. The strix has advantage on Wisdom (Perception) checks that rely on sight.

Omen of Ill Fortune. Gazing upon a strix is considered to be a terrible omen that is sure to bring misfortune and suffering. A creature that sees the strix is plagued with bad luck. For the next hour, when that creature makes a skill check or an attack roll a d4 and subtract the result from the total.

Actions

Multiattack The strix makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) necrotic damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) necrotic damage.

Thunderous Screech (Recharge 5-6). The strix unleashes a shrill screech in a 30 ft. cone. Each creature must make a DC 15 Constitution saving throw, taking 28 (8d6) thunder damage and becoming deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

RASA

The rasa are known as the faceless ones to most other races. They have a single slit for a nose, black eyes that each resemble a small bead, and perfectly round, lipless mouths. The face of each rasa is exactly the same and for as long as the race has existed this has remained true. They are a short, slender race and there is no physical distinction between the male and female rasa except for reproductive organs. They are incapable of breeding with members of other races, ensuring that there will never be individuality for these creatures.

Artificial Distinction. The rasa have grown to despise their lack of individuality and it has become a core part of their society to provide such distinction in alternative manners. Every rasa wears a mask at all times. These masks are often far larger than the face of the rasa and are decorated with vibrant colors and designs. No two masks are the same, and this is what provide uniqueness to the rasa. These masks are never taken off and often the only time a face is revealed is just after birth and when a rasa is switching to a new mask.

The more powerful and wealthy rasa enchant these masks to grant themselves additional abilities. The leaders of rasa clans may have as many as five masks that they wear depending on the occasion. Such individuals have become so skilled at swapping these masks that it can be done in the middle of a crowded room with no one seeing the face that lies beneath.

In addition to masks, the rasa also wear extravagant clothing. These range the entire color spectrum and it is consistently a competition amongst the rasa to create new trends in fashion and style. The clothing of the rasa are not unique to one sex, both male and female wearing the newest trends. As a result, behaviors and garments attributed to gender amongst rasa are all but nonexistent.

Untrusted. Many creatures that first meet the rasa are immediately untrusting of them – and for good reason. The masks that cover they faces imply that they have something to hide, and often that assumption is not incorrect. Rasa are innately prideful and greedy, but when a rasa has a particularly evil heart, it causes a great amount of trouble for the entire society. The criminal will remove their mask when committing their crime. Ironically, by revealing their true face, they guarantee complete protection from identification from all but other rasa.

Sight of the Rasa. Despite the lack of unique characteristics, a rasa can always identify one of its own. A rasa can touch an individual and create a magical symbol on that creature that is invisible to all but other rasa. Each creature can have only one of these symbols and it can only be removed or replaced by the one that made it, though these do fade when the one that created it perishes. Parents use this to name their children and when the child is old enough, it will brand itself and assure it keeps its name even when its parents have passed away. The rasa also use this to discreetly alert others of creatures that may be up to no good or ones that can be trusted in their society. Because of these marks, rasa criminals always operate in other societies and rasa thieves' guilds are popular in human cities.

Thieves' Guild Leaders. Rasa have a distinct advantage over other races when it comes to crime. Their featureless faces assure anonymity and their unique sight allows them to mark potential targets and allies of the guild without others being aware. The stat blocks listed below are for members of these thieves' guilds, but if you choose to include rasa in your world, keep in mind that their rate for evil is similar to that of humans.

ALLEY STALKER

The alley stalker is the basic scout for the guild. They keep an eye out for targets of interest - any new adventurers wandering into town that may be a good potential mark for theft or ones that appear to be the type to interfere with guild business. The alley stalker will brand these targets and try to keep tabs on their whereabouts and attempting to gauge their strength. These are also typically the agents that will lure in the mark, feigning injury or danger to draw them into an abandoned building or down a street whose guards have been bribed to turn a blind eye to the guild's activities.

CUTTHROAT

The cutthroats are the guild's assassins. They are called in to assist an alley stalker when a mark has been found. These rasa prefer to remain unseen, wearing black painted masks that are enchanted with magics that allow them to shift among the shadows without detection. To kill targets remotely, they will plant exploding gold coins in the path of their mark - something that most find irresistible. When they are forced to get their hands dirty, they will put on a more sinister mask, enchanted with magics that cause the rasa's daggers to paralyze foes. This mask is also commonly used when a target is taken for ransom. No matter the mask, these rasa are considered incredibly dangerous.

MASTERMIND

Masterminds act as the leaders of the rasa Thieves' Guilds. They are quite intelligent and their innate magics make them amazing at obtaining information that can be used for blackmail or for preparing for a heist. These rasa are skilled enough to swap masks in a moment's notice and can even use their magics to fuse a mask to the face of an unwilling victim, causing them to become the mastermind's pet for a day. The mastermind will often use these masks to cause betrayal and unrest amongst groups before stealing valuable goods or secrets from the shadows.

RASA

Medium humanoid, any alignment

Armor Class 13 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	12 (+1)	11 (+0)	8 (-1)	12 (+1)

Skills Deception +5, Stealth +6

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *message*

1/day each: *disguise self*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Actions

Multiattack. The rasa makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



RASA ALLEY STALKER

Medium humanoid, any evil alignment

Armor Class 14 (leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	14 (+2)	8 (-1)	13 (+1)

Skills Deception +5, Stealth +7

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage hand, message*

1/day each: *disguise self, silent image*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Mask of Shadows. The alley stalker has a mask enchanted to make them a threat in shadowed areas and when striking the first blow on an enemy. The alley stalker has advantage on stealth checks and its attacks against surprised enemies are always considered a critical hit.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Actions

Multiattack The rasa makes two melee attacks.

Poisoned Dagger. Melee or Ranged Weapon Attack:

+5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage.

RASA CUTTHROAT

Medium humanoid, any evil alignment

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)

Skills Deception +5, Stealth +7

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage hand, message*

1/day each: *disguise self, silent image*

2/day each: *misty step*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Mask of Debilitation. While wearing this mask, the cutthroats weapon attacks inflict a delayed paralysis on the target. On hit, the target must succeed on a DC 12 Constitution saving throw against paralysis. On a failed save, the target's body begins to stiffen and is restrained. A restrained creature must repeat this saving throw at the end of its next turn, becoming paralyzed for 1 minute on a failed save. On a success, this effect ends and the creature is immune to the Mask of Debilitation effect for 24 hours.

Mask of Subtlety. While wearing this mask, a target hit by the cutthroat's dagger cannot speak until the start of the cutthroat's next turn. In addition, the cutthroat can Hide or Disengage as a bonus action on each of its turns.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Actions

Multiattack. The rasa makes two melee attacks.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage.

Explosive Coin (1/Day). The cutthroat throws a gold coin on the ground and sets it to either immediately detonate or to detonate when another creature attempts to pick it up. When the coin is triggered, each creature within 5 feet of the coin must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. If the coin is not triggered within 24 hours, it becomes a mundane gold coin.

RASA MASTERMIND

Medium humanoid, any evil alignment

Armor Class 16 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)

Skills Deception +5, Perception +5, Stealth +8

Senses passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *mage hand, message*

1/day each: *arcane eye, greater invisibility, silent image*

2/day each: *disguise self, misty step*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Mask of Deceit While wearing this mask, the mastermind has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass itself off as a different person. It also allows the wearer to mimic the speech of a creature it has heard speak for at least 1 minute. A successful Wisdom (Insight) check contested by the mastermind's Charisma (Deception) check allows a listener to determine that the voice is faked.

Mask of Slaying. While wearing this mask, when the mastermind takes the multiattack action, it makes two additional melee attacks.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Sneak Attack (1/turn). The mastermind deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mastermind that isn't incapacitated and the mastermind doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mastermind makes two melee attacks, or makes a melee attack and uses its mask of dominance.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) poison damage.

Phantom Strikes (Recharge 5-6). The mastermind summons three ethereal clones in unoccupied spaces within 60 feet. These clones immediately make two dagger attacks against a creature within 5 feet. These attacks are made with a +6 bonus to hit and deal 10 (3d6) force damage. Once these attacks are completed, the mastermind can teleport to the location of any of these clones and the clones disappear.

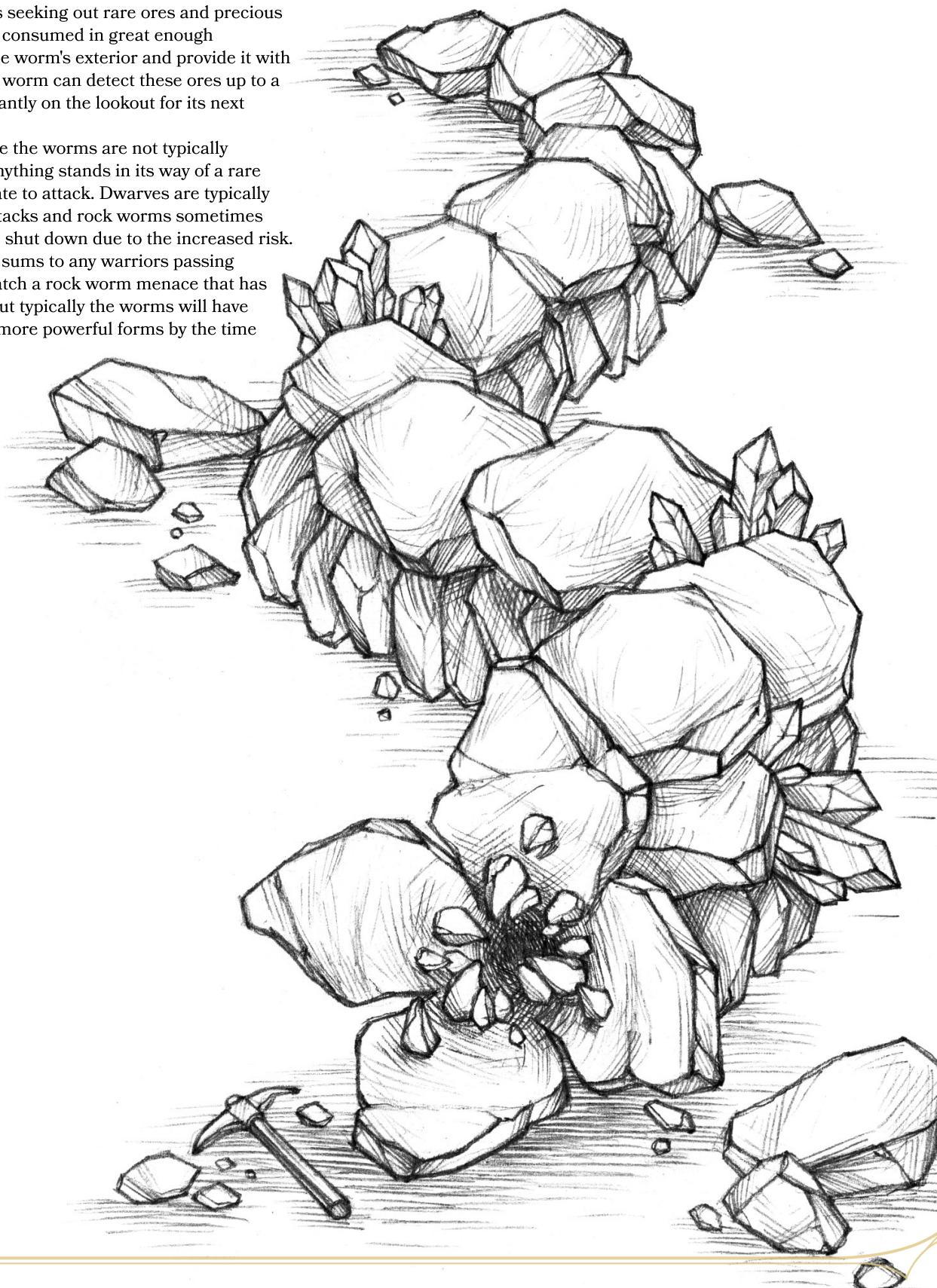
Mask of Dominance (1/Day). The mastermind places a mask of dominance on the face of a creature it is currently grappling. That creature must succeed on a DC 14 Wisdom saving throw or become charmed by the mastermind. While charmed, the creature obeys all commands of the mastermind that do not inflict self-harm. This effect ends after 24 hours or when another creature uses its action to pry the mask from the charmed creature's face.

ROCK WORM

Rock worms are subterranean creatures that can burrow through solid stone at the same rate a fish can swim through water. These creatures are between fifteen and twenty-five feet long when full grown and has a width of three feet at its widest point. These creatures exist in the material plane, typically digging through the rock beneath mountains in search of precious ores to devour.

Mineral Delicacies. The rock worm's diet consists of solid rock, but they are always seeking out rare ores and precious gemstones, which when consumed in great enough quantities can change the worm's exterior and provide it with additional strength. The worm can detect these ores up to a mile away and are constantly on the lookout for its next special meal.

Dwarves' Bane. While the worms are not typically aggressive creature, if anything stands in its way of a rare mineral, it will not hesitate to attack. Dwarves are typically the recipients of such attacks and rock worms sometimes cause entire mines to be shut down due to the increased risk. Dwarves will offer great sums to any warriors passing through if they can dispatch a rock worm menace that has overtaken their mines, but typically the worms will have shifted into one of their more powerful forms by the time heroes arrive.



ROCK WORM

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 80 (7d12 + 35)
Speed 30 ft., 30 ft. (burrow)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Senses darkvision 60ft., tremorsense 60 ft., passive Perception 10

Languages ---

Challenge 3 (700 XP)

Actions

Multattack. The rock worm makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) bludgeoning damage at the start of each of the worm's turns.

If the worm takes at least 10 damage in a single turn from a creature inside it, the worm must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away from the worm and knocked prone.

VARIANT: METAL WORMS

Some worms make their homes deep within mines and after generations of breeding they begin to take on some of the traits of the nearby ores and minerals. Such worms may have tougher skin, move more quickly than other worms, or even have reflective armor.

A mithral worm has a challenge rating of 4 (1,100 XP). It has the same statistics as a rock worm except it has an AC of 17, has a move and burrow speed of 40 ft., and has advantage on Dexterity saving throws.

An adamantine worm has a challenge rating of 4 (1,100 XP). It has the same statistics as a rock worm except it has an AC of 18, cannot be critically hit, and gains the following attack option:

Spew Stone. *Ranged Weapon Attack:* +7 to hit, reach 30/90 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage.

A diamond worm has a challenge rating of 5 (1,800 XP). It has the same statistics as a rock worm except it has an AC of 19, has resistance to bludgeoning, piercing, and slashing damage, and gains the following trait:

Reflective Carapace. Whenever a projectile spell attack targets the worm and misses by more than 5, the spell is reflected back at the caster. Make a new attack roll against the caster using the caster's bonus to hit for the spell. On a hit, the spell strikes the caster rather than the worm.

THE RUNESPEAKER

The runespeaker is an ancient being of immense power, though his appearance may not imply such strength. The runespeaker was once a human man and stands at just over six feet tall. He wears stunning white robes decorated in hundreds of runes with a golden trim. Unless the runespeaker is in combat, he keeps the hood up, concealing the fact that sigils of power have been tattooed all over his face; though even with the hood up the dim gleam of the runespeaker's eyes can be seen. He travels without so much as a backpack, but when the time comes, the runespeaker can reach into a pocket existence and withdraw his weapon, an intimidating greatsword with 12 runes of power inscribed into the metal of the blade.

A Remorseless Ruler. The runespeaker has existed for hundreds of years, countering the typical effects of aging through his magic. During this time, he has mastered the use of rune-based enchantments. When the runespeaker slays a creature, his blade automatically inscribes a powerful symbol on its chest. After ten minutes, that creature returns from the dead, more powerful than it ever was in life, and serves the commands of the runespeaker until one of the two of them dies. The runespeaker can communicate with any of its bound creatures telepathically from anywhere as long as they are on the same plane of existence.

Symbols of Power. Each of the runespeaker's unwilling followers are inscribed with a rune of power. These may make a creature faster, grant it unparalleled strength, or cause spells to glance off of its flesh harmlessly. The runespeaker can also bestow someone with a brand that causes one of many debilitating effects or even causing them to violently explode.

Lust for Power. The runespeaker's goal is to dominate enough creatures that none can match up to the strength of his army. He has dozens of small armies scattered all through the land, most simply waiting to be called upon to attack. For now, the runespeaker travels the lands, searching for new and powerful soldiers to add to his ever growing army and eventually bring devastation to this world.



THE RUNESPEAKER

Medium humanoid (any race), chaotic evil

Armor Class 18 (platemail)
Hit Points 209 (22d8 + 110)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	21 (+5)	15 (+2)	18 (+4)

Saving Throws Con +10, Int +10, Wis +7
Skills Arcana +10, Athletics +11, Deception +9, Persuasion +9
Senses darkvision 60ft., passive Perception 12
Languages Common, Celestial, telepathy 90 ft.
Challenge 15 (13,000 XP)

Bound Servitude. Any creature killed by the runespeaker is reanimated under the control of the runespeaker after 10 minutes. If the runespeaker is killed, all creatures it is controlling perish immediately.

Legendary Resistance (2/Day). If the runespeaker fails a saving throw, it can choose to succeed instead.

Magic Resistance. The runespeaker has advantage on saving throws against spells and other magical effects.

Rune-Carved Blade. The runespeaker's greatsword is etched with 12 charged arcane runes that grant the weapon access to special abilities. When the runespeaker makes a greatsword attack, it can choose to expend one or more of these charges to enhance that strike. In addition, attacks with the runespeaker's greatsword deal an additional 14 (4d6) force damage (included in the attack).

Actions

Multattack. The runespeaker makes two attacks with his greatsword.

Rune-Carved Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) force damage and the runespeaker may expend one or more charges of the blade to add one of the effects listed below.

- **Explosive Rune (7 charge).** The blade applies a volatile rune to the target. At the end of that creature's next turn, this rune detonates, dealing 22 (4d10) fire damage to that creature. Each creature within 10 feet of the detonation must make a DC 18 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

- **Sundering Rune (2 charges).** The blade applies a rune to that target that causes runic weapons automatically find weaknesses in the marked creature's defense. The runespeaker and its allies have advantage on attack rolls against the creature until the end of the runespeaker's next turn.

- **Impaling Strike (3 charges).** The runespeaker's blade extends with vicious arcane energy, cutting deep into the target and causing it to bleed. That creature immediately takes 16 (3d10) slashing damage and loses an additional 16 (3d10) hit points at the start of each of each of its turns until it receives magical healing.

Runic Burst. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 32 (5d10 + 5) force damage. If the target is branded, it takes an additional 27 (5d10) force damage and the brand is removed.

Legendary Actions

The runeseeker can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The runespeaker regains spent legendary actions at the start of its turn.

Brand Creature (1 action). The runespeaker extends a hand and places and attempts to place a brand on a creature it can see. That creature must succeed on a DC 18 Intelligence saving throw or be afflicted by this brand until the end of its next turn.

- Brand of Terror - The target becomes frightened of the runespeaker.
- Brand of Silence - The target's mouth is bound shut, preventing it from speaking.
- Brand of Darkness - The target's eyes are forced closed, blinding it.
- Brand of Susceptibility - The target has disadvantage on all saving throws.
- Brand of Binding - The target takes 1d10 psychic damage for every 5 feet it moves.

THE RUNESPEAKER, RUNEBOUND CREATURES

RUNEBOUND SOLDIER

Medium humanoid (human), chaotic evil

Armor Class 16 (chainmail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities charmed

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Runebound. The soldier's body is coated in magical runes granted by a runespeaker that provide it with additional strength. The soldier gains one of the following runic bonuses:

- Rune of Fortitude – The soldier's AC is increased to 18. In addition, as long as the soldier has at least 1 hit point, it regenerates 3 hit points at the start of its turns.
- Rune of Perception – The soldier has advantage on Wisdom (Perception) checks and can see invisible creatures.
- Rune of Strength – The soldier's longsword attacks deal an additional 2 slashing damage and it has advantage on Strength-based checks and saving throws.

Runic Weapon. The soldier's longsword is imbued with powerful arcane runes, causing attacks with that weapon to deal an additional 4 (1d8) force damage (included in the attack).

Actions

Runic Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 4 (1d8) force damage.

RUNEBOUND ORC

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Runebound. The orc's body is coated in magical runes granted by a runespeaker that provide it with additional strength. The orc gains one of the following runic bonuses:

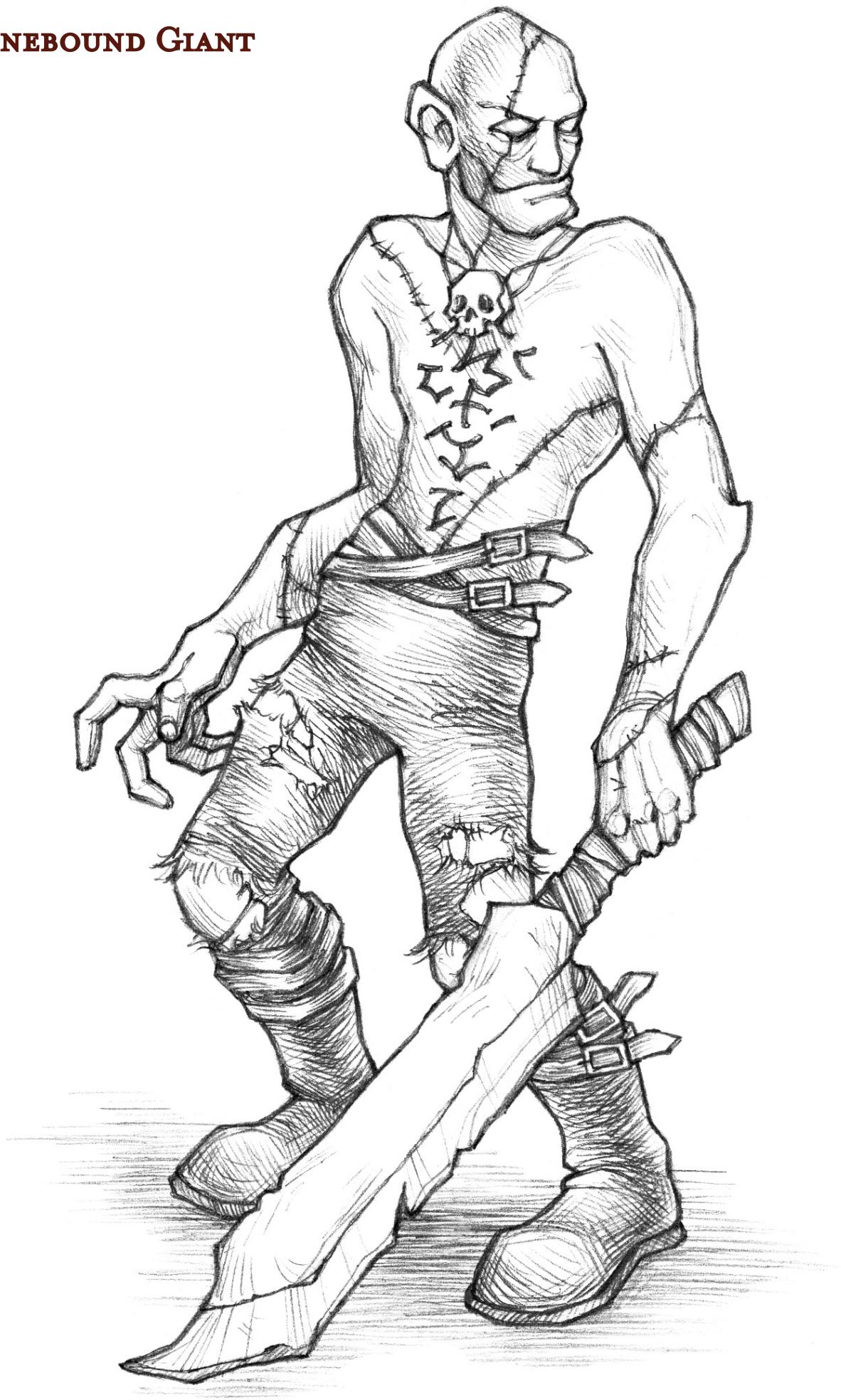
- Rune of Brutality – When the orc hits a creature with less than its maximum hit points, the attack deals an additional 5 (1d10) slashing damage.
- Rune of Fortitude – The orc's AC is increased to 16. In addition, as long as the orc has at least 1 hit point, it regenerates 5 hit points at the start of its turn.
- Rune of Strength – The orc's greataxe attacks deal an additional 3 slashing damage and it has advantage on Strength-based checks and saving throws.

Runic Weapon. The orc's greataxe is imbued with powerful arcane runes, causing attacks with that weapon to deal an additional 4 (1d8) force damage (included in the attack).

Actions

Runic Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 4 (1d8) force damage.

RUNEBOUND GIANT



RUNEBOUND DIRE WOLF

Large beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Condition Immunities charmed

Senses darkvision 60ft., passive Perception 13

Languages ---

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Runebound. The wolf's body is coated in magical runes granted by a runespacer that provide it with additional strength. The wolf gains one of the following runic bonuses:

- **Rune of Fortitude** – The wolf's AC is increased to 16. In addition, as long as the wolf has at least 1 hit point, it regenerates 5 hit points at the start of its turn.
- **Rune of Strength** – The wolf's bite attack deal an additional 3 piercing damage and it has advantage on strength checks.
- **Rune of Swiftness** – The wolf has advantage on Dexterity saving throws and its speed is increased by 20 feet.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

RUNEBOUND GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 130 (12d12 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	6 (-2)

Condition Immunities charmed

Senses passive Perception 9

Languages Giant

Challenge 8 (3,900 XP)

Runebound. The giant's body is coated in magical runes granted by a runespacer that provide it with additional strength. The giant gains one of the following runic bonuses:

- **Rune of Destruction** – The giant's greatclub attacks deal double damage to objects and structures. In addition, when the giant hits a creature with its greatclub, that creature must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet in a straight line and knocked prone.
- **Rune of Immortality** – The giant's maximum hit points is increased by 20. In addition, if damage reduces the giant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage was from a critical hit. On a success, the giant drops to 1 hit points instead.
- **Rune of Warding** – The giant has advantage on saving throws against spells and other magical effects.

Runic Weapon. The giant's greatclub is imbued with powerful arcane runes, causing attacks with that weapon to deal an additional 4 (1d8) force damage (included in the attack).

Actions

Multiattack. The giant makes two greatclub attacks.

Runic Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 4 (1d8) force damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage

SWARM OF TEMPLE SCARABS

Temple scarabs have been used as guardians of ancient places for millennia, but nothing strikes fear quite like hundreds of them scurrying across the ground, walls, and ceiling with the soul intent of latching on the brain of unprepared creatures. For more information on Temple Scarabs, please refer to Nerzugal's Extended Bestiary in Nerzugal's Game Master Toolkit.

SWARM OF TEMPLE SCARABS

Medium swarm of Tiny beasts, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

Damage Resistance bludgeoning, piercing, slashing

Conditional Immunities charmed, frightened,

paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60ft., passive Perception 10

Languages ---

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny temple scarab. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or 1d4 scarabs burrows under the skin of the target. A creature may use one of its attack actions to attempt to cut out a scarab. That creature makes a DC 10 sleight of hand check, cutting it out of the victim on a success and dealing 3 damage to the swarm. Success or fail, the creature in which the scarab is burrowed takes 1 point of piercing damage from this maneuver.

If a scarab is burrowed, at the end of each of its turns it moves closer to the creature's brain, dealing an additional 1 piercing damage. If the scarab is not removed after 3 turns of being burrowed, it latches on to the brain of the creature and takes control of its body until removed. A creature that has a scarab removed from its brain falls unconscious for 1d4 days.

TOMB GUARDIAN

Tomb guardians are constructed to defend the bodies of deceased individuals whose burial chambers are a high risk for grave robbery. These powerful constructs are left disassembled and scattered across the room in the form of stone, bone, iron, and other seemingly unsuspecting items, but when a certain event is triggered (typically interaction with the tomb they are tasked with protecting) these pieces quickly assemble and form this menacing entity that puts an end to most would-be tomb raiders.

BOUND POWER

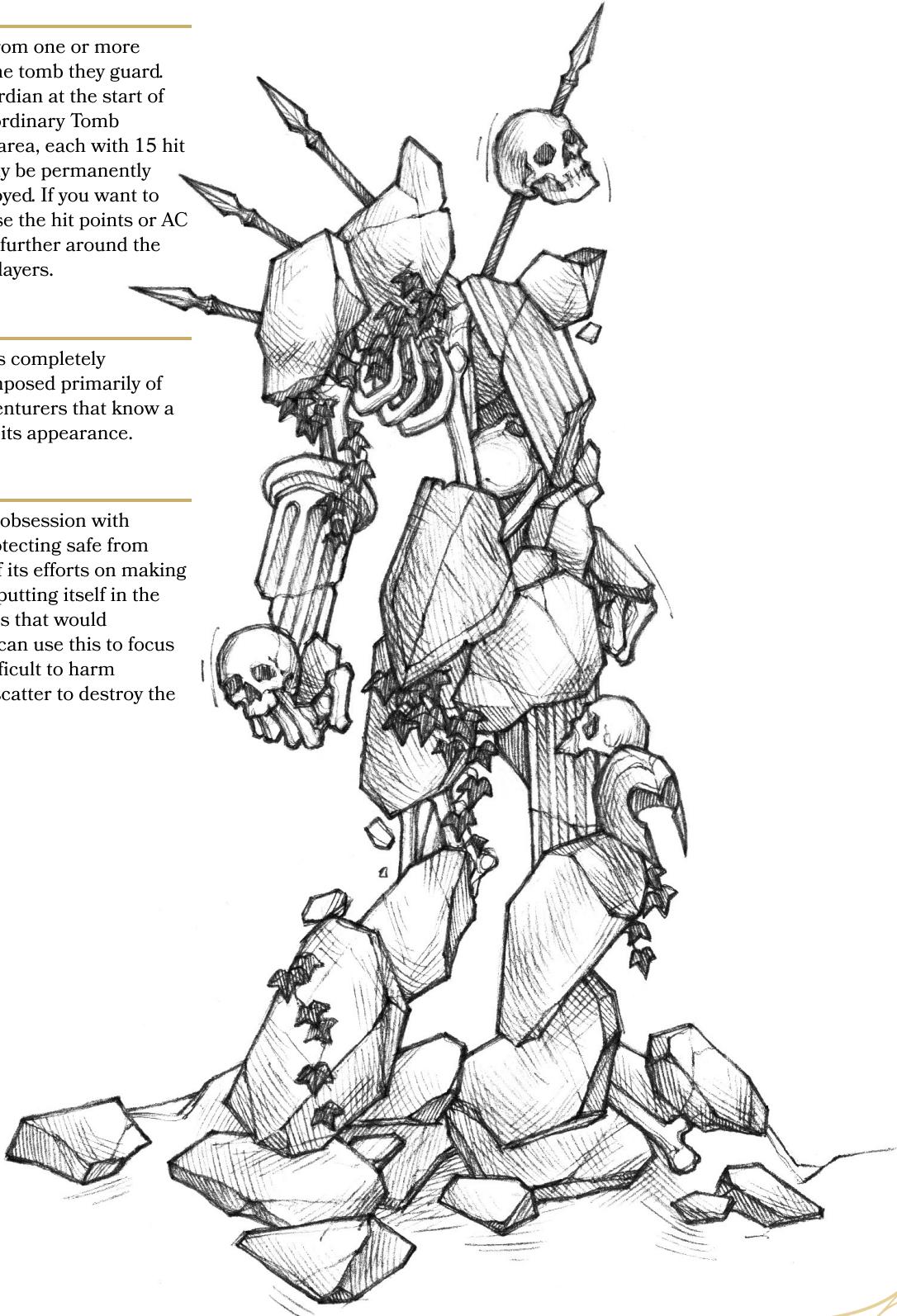
The tomb guardian's power is derived from one or more magical devices scattered throughout the tomb they guard. These provide healing for the tomb guardian at the start of each of its turns (10 hit points). For an ordinary Tomb Guardian, there are four focuses in the area, each with 15 hit points and 15 AC. The guardian can only be permanently destroyed if all of these items are destroyed. If you want to scale the CR of the guardian up, increase the hit points or AC of these objects or have them scattered further around the area or even hidden to challenge your players.

UNSEEN UNTIL AWOKEN

Until the tomb guardian is activated, it is completely undetectable in the area. Since it is composed primarily of debris and corpses, only a group of adventurers that know a guardian is lurking will be prepared for its appearance.

PERSISTENT PROTECTORS

One of the guardian's weaknesses is its obsession with keeping the tomb it is assigned with protecting safe from intruders. The construct will focus all of its efforts on making sure the remains are kept undisturbed, putting itself in the way of danger in order to attack the ones that would desecrate the body. Clever adventurers can use this to focus the guardian's attention on the more difficult to harm members of the party while the others scatter to destroy the magical devices that power it.



TOMB GUARDIAN

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	4 (-3)	6 (-2)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft, passive Perception 8

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The guardian is immune to any spell or effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spell and other magical effects.

Magic Weapons. The guardian's weapon attacks are magical.

Bound Regeneration. The guardian is bound to an item or set of items within the tomb it guards. At the beginning of the guardian's turn, it regains 10 hit points as long as that item is not destroyed. This regeneration continues even after the guardian is reduced to 0 hit points and it can only be permanently killed when this item (or these items) have been removed.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Debris Toss. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Legendary Actions

The guardian can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guardian regains spent legendary actions at the start of its turn.

Pummel. The guardian makes a slam attack.

Spark of Power. A spark of energy lashes out from the item to which the guardian is bound. Target creature within 10 feet of that item must make a DC 15 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

A TOMB GUARDIAN'S LAIR

Tomb Guardians, as their name suggests, dwell within tombs of creatures long gone. This is a dark, damp place, typically underground. The walls are covered in mold, the air is stale, and the area is scattered with debris of falling stone and bones that come together to form the guardian once it is awoken. The area is often filled with poisonous gas as a result of years of resting alongside dead bodies with no ventilation.

These lair effects are optional, but if you choose to use them, increase the Tomb Guardian to Challenge Rating 7 (2,900 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the guardian takes a lair action to cause one of the following effects; the guardian can't use the same effect two rounds in a row:

- Poisonous gas floods out of a crack in the floor or ceiling and fills a 20 foot cube at a point it can see within 120 feet. Any creature that starts its turn within this cloud of gas or enters it for the first time on a turn must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn. This cloud persists for one minute or until dispersed by a powerful wind.
- A bloated corpse within the room rises from the dead and begins to shamble towards the nearest hostile creature. This zombie moves 25 feet per round, moving on initiative count 20 (losing initiative ties). This zombie has 15 hit points and AC 10. When the zombie reaches a target or is reduced to 0 hit points, it swells and then explodes in a gruesome wave of putrid organs and bile. Each creature within 5 feet of the zombie must make a DC 15 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or have as much damage on a successful one.
- The spirits of the dead rise to haunt a creature within 120 feet that the guardian can see. That creature must succeed on a DC 15 Wisdom saving throw or become frightened until the end of its next turn. While frightened, that creature's movement speed is reduced to 0.

NPCs

This section contains stat blocks for non-player characters. These can be used for a guide that your players hire to escort them to a temple in the woods, for a town guard that you want to make a bit more interesting than the default stat block, or to show the party that not every person they pick a fight with in a tavern is defenseless. These characters pull signature moves from the various classes in fifth edition and can use them either to harm or to aid your players.

Power in Numbers. One of the best uses for these stat blocks is for when your party needs to face off against another group of adventurers. Perhaps multiple parties have been hired to find a valuable relic, but only the party that brings it back get paid. Maybe another band of adventurers turned to a life of crime and now the local guard has put a bounty on their heads. One of the group's enemies may have hired another band of adventurers to hunt your group down. There is also the possibility for a nonlethal battle in an arena - a featured event during a city's seasonal celebration.

Not Your Typical Foe. These aren't simply a band of goblins that your party finds in the forest that attack with savageness and little in the way of tactics. These are intelligent creatures that are just as adverse to death as your own players. They will research your player's abilities, spy on them from the shadows, use their magics to gain an upper hand, and maybe even have a few magical items in their possession. They will play dirty - laying traps or trying to plan an ambush. Use the full suite of their abilities enhance each other in combat - the group being greater than the sum of its parts.

An Extra Punch. Some of the higher level NPCs have some additional abilities added that are within flavor of a specific style of fighting. This is to give them the power to stand up to a group of your adventurers without getting access to incredibly powerful high level abilities. These characters still have the signature abilities that will make them recognizable as a specific class, but they also have a little extra that will provide additional challenge to your players.

A Word of Caution. These NPCs have far more complex stat blocks than your typical creature of the same CR. This is to give them flexibility in their use and in power when in a party with other NPCs. Before using them in a combat encounter, try to get familiar with their abilities to keep the pace of combat as fluid as possible!

Whatever you need, hopefully your players will find these characters interesting to battle against and recognize that they are not the only heroes out in the world.

BARBARIANS

HEADSTRONG SMASHER

Medium humanoid (any race), any alignment

Armor Class 13 (unarmored defense)

Hit Points 26 (3d12 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +5, Survival +3

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Danger Sense. The smasher has advantage on Dexterity saving throws.

Rage (2/Day). As a bonus action, the smasher can enter a rage for 1 minute. While raging, the smasher gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an addition 2 damage.
- The smasher gains resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While not wearing armor, the smasher's AC includes its Constitution modifier.

Actions

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage, or 12 (2d6 + 5) bludgeoning damage if raging.

STURDY BRUTE

Medium humanoid (any race), any alignment

Armor Class 14 (unarmored defense)

Hit Points 66 (7d12 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Skills Animal Handling +4, Athletics +7, Survival +4

Senses passive Perception 11

Languages Any two languages

Challenge 3 (200 XP)

Danger Sense. The brute has advantage on Dexterity saving throws.

Legendary Resistance (1/Day). If the brute fails a saving throw, it can choose to succeed instead.

Rage (4/Day). As a bonus action, the brute can enter a rage for 1 minute. While raging, the brute gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an addition 2 damage.
- The brute gains resistance to bludgeoning, piercing, and slashing damage.

Totem of the Bear. While raging, the brute has resistance to all damage psychic damage. Additionally, the brute's carrying capacity is doubled and it has advantage on Strength checks made to push, pull, lift, or break objects

Unarmored Defense. While not wearing armor, the brute's AC includes its Constitution modifier.

Actions

Multiattack. The brute makes two attacks with its greataxe.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (1d12 + 4) slashing damage, or 12 (1d12 + 6) slashing damage if raging.

BARDS

SLY SONGWRITER

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 24 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Acrobatics +4, Deception +5, History +3, Performance +7, Sleight of Hand +6

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Spellcasting. The songwriter is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The songwriter has the following bard spells prepared:

Cantrips (at will): *dancing lights, message, vicious mockery*

1st level (4 slots): *charm person, comprehend languages, tasha's hideous laughter*

2nd level (2 slots): *enhance ability, hold person, silence*

Cutting Words (3/Short Rest). When a creature that the songwriter can see within 50 feet makes an attack roll, ability check, or a damage roll, the songwriter sings a quick disruptive melody. Roll a d8 and subtract the number from the creature's roll.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BOISTEROUS MUSICIAN

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +6

Skills Acrobatics +5, Insight +4, Performance +9, Persuasion +6, Sleight of Hand +8

Senses passive Perception 11

Languages Any two languages

Challenge 3 (700 XP)

Cutting Words (2/Short Rest). When a creature that the musician can see within 50 feet makes an attack roll, ability check, or a damage roll, the musician sings a quick disruptive melody. Roll a d8 and subtract the number from the creature's roll.

Inspire (2/Short Rest). Target uninspired creature within 60 feet of the musician that can hear it gains a d8 inspiration die. Once within the next 10 minutes, that creature can roll that die and add the number rolled to one ability check, attack roll, or saving throw it makes. This die must be rolled before it is decided if the roll succeeds or fails.

Spellcasting. The musician is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The musician has the following bard and wizard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, cure wounds, magic missile, unseen servant*

2nd level (3 slots): *enthral, hold person, shatter*

3rd level (3 slots): *fireball, hypnotic pattern, tongues*

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CLERICS

WARRIOR PRIESTESS

Medium humanoid (any race), any alignment

Armor Class 18 (chainmail, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Insight +5, Religion +3

Senses passive Perception 13

Languages Any two languages

Challenge 1 (200 XP)

Spellcasting. The priestess is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priestess has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame*

1st level (4 slots): *bless, cure wounds, divine favor, shield of faith*

2nd level (2 slots): *magic weapon, spiritual weapon*

Guided Strike (1/Short Rest). When the priestess makes an attack roll, it can gain a +10 bonus to the roll.

Actions

Flail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage.

FIREHEART DEVOTEE

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Wis +7, Cha +3

Skills History +4, Insight +7, Religion +4, Persuasion +3

Senses passive Perception 14

Languages Any two languages

Challenge 3 (700 XP)

Spellcasting. The devotee is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The devotee has the following cleric spells prepared:

Cantrips (at will): *guidance, light, spare the dying*

1st level (4 slots): *burning hands, faerie fire, guiding bolt, sanctuary*

2nd level (3 slots): *aid, flaming sphere, scorching ray, spiritual weapon*

3rd level (3 slots): *clairvoyance, daylight, fireball, mass healing word*

Radiance of the Dawn (2/Short Rest). The devotee raises its holy symbol and dispels any magical darkness within 30 feet. Additionally, each creature hostile to the devotee must make a DC 15 Constitution saving throw, taking 17 (2d10 + 6) radiant damage on a failed saving throw, or half as much damage on a successful one.

Warding Flame (4/Day). When the devotee or one of its allies is attacked by a creature it can see within 30 feet, the devotee can use its reaction to give that creature disadvantage on the attack. Creatures immune to the blinded condition are not affected by this ability.

Actions

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage.

DRUIDS

APPRENTICE SHIFTER

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Int +2, Wis +5

Skills Animal Handling +5, Medicine +5, Survival +5

Senses passive Perception 13

Languages Any two languages and Druidic

Challenge 1 (200 XP)

Spellcasting. The shifter is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shifter has the following druid spells prepared:

Cantrips (at will): *druidcraft, thorn whip*

1st level (4 slots): *entangle, faerie fire, fog cloud, speak with animals*

2nd level (2 slots): *lesser restoration, moonbeam*

Wild Shape - Black Bear (2/Short Rest). As a bonus action, the druid transforms into a black bear for up to two hours. When the bear is reduced to 0 hit points, the druid reverts to its normal form, with any excess damage carrying over to the druid's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands.

HEIR OF THE FOREST

Medium humanoid (any race), any alignment

Armor Class 14 (leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Int +4, Wis +6

Skills Animal Handling +5, Nature +4, Perception +6, Survival +6

Senses passive Perception 16

Languages Any two languages and Druidic

Challenge 3 (700 XP)

Land's Stride. Moving through nonmagical difficult terrain does not cost the heir extra movement.

Natural Recovery (1/Day). When the heir finishes a short rest, it can regain up to 3 total expended spell slots.

Spellcasting. The heir is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The heir has the following druid spells prepared:

Cantrips (at will): *create bonfire, druidcraft, shillelagh, thorn whip*

1st level (4 slots): *animal friendship, entangle, goodberry*

2nd level (3 slots): *animal messenger, barkskin, beast sense, locate animals or plants, spider climb*

3rd level (3 slots): *call lightning, plant growth, wind wall*

Wild Shape - Dire Wolf (2/Day). As a bonus action, the druid transforms into a dire wolf for up to three hours. When the wolf is reduced to 0 hit points, the druid reverts to its normal form, with any excess damage carrying over to the druid's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands.

FIGHTERS

LOCAL CHAMPION

Medium humanoid (any race), any alignment

Armor Class 16 (chainmail)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +5, Dex +2

Skills Athletics +5, Intimidation +4, Performance +4

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Great Weapon Fighting. When the champion rolls a 1 or 2 on a damage die for an attack with a melee weapon, it can reroll the die and must use the new roll.

Improved Critical. The champion's weapon attacks score a critical hit on a result of 19 or 20.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Action Surge (1/Short Rest). The champion makes two glaive attacks.

TACTICAL SPELLBLADE

Medium humanoid (any race), any alignment

Armor Class 19 (splint mail, shield)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Str +6, Dex +3

Skills Arcana +5, Athletics +5, History +5, Perception +4

Senses passive Perception 14

Languages Any two languages

Challenge 3 (700 XP)

Bonded Weapon. The spellblade has a magical bond with its weapon. Unless incapacitated, the spellblade cannot be disarmed and can summon its weapon as a bonus action as long as it is on the same plane of existence.

Second Wind (1/Short Rest). As a bonus action, the spellblade can regain 1d10 + 6 hit points.

Spellcasting. The spellblade is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spellblade has the following wizard spells prepared:

Cantrips (at will): *fire bolt, shocking grasp*

1st level (3 slots): *detect magic, feather fall, jump, shield*

Actions

Multiattack. The spellblade makes two attacks with its longsword, or casts a cantrip and makes a longsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Action Surge (1/Short Rest). The spellblade makes four longsword attacks.

Reactions

Protective Fighting. When a creature the spellblade can see attacks an ally within 5 feet of the spellblade, it can use its reaction to impose disadvantage on that attack roll as long as the spellblade is wielding a shield.

MONKS

STONEFIST PROTECTOR

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	8 (-1)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Insight +4, Religion +4

Senses passive Perception 12

Languages Any two languages

Challenge 1 (200 XP)

Flurry of Blows (2/Short Rest). If the protector has attacked this turn, it can make an additional unarmed strike as a bonus action. On a hit, the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Patient Defense (2/Short Rest). The protector can take the Dodge action as a bonus action.

Unarmored Defense. While not wearing armor, the protector's AC includes its Wisdom modifier.

Actions

Multiattack The protector makes two attacks, one with its quarterstaff and one with its unarmed strike.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

CLOAKED TRAVELER

Medium humanoid (any race), any alignment

Armor Class 16 (unarmored defense)

Hit Points 55 (10d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +6

Skills Acrobatics +6, Insight +6, Stealth +6, Survival +6

Senses passive Perception 13

Languages Any two languages

Challenge 3 (700 XP)

Flurry of Blows (2/Short Rest). If the traveler has attacked this turn, it can make an additional unarmed strike as a bonus action.

Shadow Arts (2/Short Rest). The traveler duplicate the effects of certain spells. As an action, it can cast *darkness*, *darkvision*, *pass without trace*, or *silence* without providing material components.

Shadow Step. When the traveler is in dim light or darkness, as a bonus action it can teleport up to 60 feet to an unoccupied space it can see that is also in dim light and darkness. The traveler then has advantage on the first melee attack it makes before the end of the turn.

Unarmored Defense. While not wearing armor, the traveler's AC includes its Wisdom modifier.

Actions

Multiattack The traveler makes three attacks, two with its quarterstaff and one with its unarmed strike.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

PALADINS

FIEND SLAYER

Medium humanoid (any race), any alignment

Armor Class 18 (chainmail, shield)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	12 (+1)	9 (-1)	12 (+1)	14 (+2)

Saving Throws Wis +1, Cha +4

Skills Athletics +5, Insight +3, Intimidation +4

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Divine Smite. When the slayer hits with a melee weapon attack, it can expend a spell slot to deal an addition 9 (2d8) radiant damage, in addition to the weapon's damage.

Dueling Fighting Style. The slayer gains a +2 bonus to damage rolls while wielding a melee weapon in one hand and no other weapons (included in the attack).

Spellcasting. The slayer is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The slayer has the following paladin spells prepared:

1st level (3 slots): *bane*, *cure wounds*, *searing smite*

Actions

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Lay on Hands (1/Day). The slayer touches a creature and restores 20 hit points to it.

MAGE HUNTER

Medium humanoid (any race), any alignment

Armor Class 17 (splint mail)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Str +3, Dex +2, Con +5, Int +4, Wis +6, Cha +9

Skills Arcana +4, Athletics +6, Deception +6, Insight +3

Senses passive Perception 10

Languages Any two languages

Challenge 3 (700 XP)

Divine Smite. When the hunter hits with a melee weapon attack, it can expend a spell slot to deal an addition 9 (2d8) radiant damage, in addition to the weapon's damage. This damage increases by 1d8 radiant damage per spell slot level above 1st.

Great Weapon Fighting Style. When the hunter rolls a 1 or 2 on a damage die for an attack with its pike, it can reroll that die and take the second result.

Spellcasting. The hunter is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The hunter has the following paladin spells prepared:

1st level (4 slots): *bane*, *detect magic*, *hunter's mark*, *shield of faith*

2nd level (2 slots): *hold person*, *magic weapon*, *misty step*

Vow of Enmity (1/Day). As a bonus action, the hunter utters a vow against a creature it can see within 10 feet. The hunter has advantage on attack rolls against that creature for 1 minute or until the creature falls to 0 hit points or falls unconscious.

Actions

Multiattack. The hunter makes two attacks with its pike.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Lay on Hands (2/Day). The hunter touches a creature and restores 15 hit points to it.

Reactions

Spell Slash. When a creature within 10 feet of the hunter casts a spell, it can use its reaction to make a weapon attack against that creature. If that creature is concentrating on a spell, it has disadvantage on the saving throw to maintain its concentration.

RANGERS

RUGGED MARKSMAN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	15 (+2)	8 (-1)

Saving Throws Str +4, Dex +5

Skills Animal Handling +4, Investigation +3, Nature +3, Survival +4

Senses passive Perception 12

Languages Any two languages

Challenge 1 (200 XP)

Archery Fighting Style. The marksman gains a +2 bonus to attack rolls it makes with ranged weapons.

Colossus Slayer. Once per turn, when the marksman hits a creature with an attack, the creature takes an additional 1d8 damage if it's below its hit points maximum (included in the attack).

Spellcasting. The marksman is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The marksman has the following ranger spells prepared:

1st level (3 slots): *alarm*, *hail of thorns*, *hunter's mark*

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) piercing damage if the target is a creature below its hit points maximum.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) piercing damage if the target is a creature below its hit points maximum.

WOLF TRAINER

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +5, Dex +6

Skills Acrobatics +6, Animal Handling +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Any two languages

Challenge 3 (700 XP)

Faithful Pet. The trainer has a faithful wolf (CR 1/4) companion that always stays by its side and obeys the trainer's commands to the best of its ability. When the trainer makes the first attack on a turn against a target within 5 feet of its wolf, the trainer gains advantage on that attack.

Two-Weapon Fighting Style. The trainer adds its ability modifier to the damage of its off-hand weapon attacks.

Spellcasting. The trainer is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The trainer has the following ranger spells prepared:

1st level (4 slots): *animal friendship*, *beast bond*, *hunter's mark*

2nd level (2 slots): *locate animals and plants*

Actions

Multiattack. The trainer makes three attacks with its shortsword or two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

ROGUES

CUNNING ACROBAT

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	12 (+1)

Saving Throws Dex +5, Int +4

Skills Acrobatics +7, Deception +3, Perception +3, Sleight of Hand +7, Stealth +5

Senses passive Perception 13

Languages Any two languages and Thieves' Cant

Challenge 1 (200 XP)

Cunning Action. As a bonus action, the acrobat can take the Dash, Disengage, or Hide action.

Naturally Acrobatic. The acrobat has a climb speed of 30 ft. In addition, whenever it makes a running jump, the distance it can jump is increased by 3 feet.

Sneak Attack (1/turn). The acrobat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the acrobat that isn't incapacitated and the acrobat doesn't have disadvantage on the attack roll.

Actions

Multiattack. The acrobat makes two melee attacks: one with its shortsword and one with its dagger.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4 + 3) piercing damage.

TAVERN GAMBLER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Int +3

Skills Acrobatics +6, Insight +9, Persuasion +6, Sleight of Hand +9, Stealth +6

Senses passive Perception 13

Languages Any two languages and Thieves' Cant

Challenge 3 (700 XP)

Cunning Action. As a bonus action, the gambler can take the Dash, Disengage, or Hide action.

Lucky Charm. When the gambler rolls a natural 1 for an attack roll or skill check, it can reroll and take the second result instead. The gambler also has advantage on skill checks for dice and card games.

Sneak Attack (1/turn). The gambler deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gambler that isn't incapacitated and the gambler doesn't have disadvantage on the attack roll.

Actions

Multiattack. The gambler makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Uncanny Dodge (1/turn). The gambler halves the damage that it takes from an attack that hits it. The gambler must be able to see the attacker.

SORCERERS

CAPRICIOUS FIREWEAVER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +3, History +3, Persuasion +5

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Spellcasting. The flameweaver is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The flameweaver has the following sorcerer spells prepared:

Cantrips (at will): *firebolt*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *magic missile*

2nd level (2 slots): *flaming sphere*, *scorching ray*, *suggestion*

Sorcery Points. The flameweaver has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

- **Quickened Spell.** When the sorcerer casts a spell that has a casting time of an action, it can spend 2 sorcery points to change the casting time to 1 bonus action instead.
- **Subtle Spell.** When the sorcerer casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Wild Magic. When the fireweaver casts a spell of 1st level or higher, roll a d4. On a result of 1, roll on the Wild Magic Surge table (PHB Pg. 104) immediately after the spell is cast to create a random effect.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

VIRULENT SORCERER

Medium humanoid (any race), any alignment

Armor Class 15 (draconic resilience)

Hit Points 45 (6d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +6, Cha +6

Skills Arcana +4, Deception +6, Sleight of Hand +5

Senses passive Perception 11

Languages Any two languages

Challenge 3 (700 XP)

Draconic Resilience. The sorcerer's hit points are increased by 1 per level and its AC is 13 + Dexterity modifier.

Poison Affinity. The sorcerer has green dragon ancestry. When the sorcerer casts a spell that deals poison damage, it deals 3 additional damage. In addition, the sorcerer can spend one sorcery point to gain resistance to poison for 1 hour.

Spellcasting. The sorcerer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *poison spray*

1st level (4 slots): *false life*, *ray of sickness*

2nd level (3 slots): *crown of madness*, *mirror image*, *spider climb*

3rd level (3 slots): *fly*, *slow*, *stinking cloud*

Sorcery Points. The sorcerer has 6 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

- **Distant Spell.** When the sorcerer casts a spell that has a range of 5 feet or greater, it can spend 1 sorcery point to double the range of the spell. When the sorcerer casts a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.
- **Extended Spell.** When the sorcerer casts a spell that has a duration of 1 minute or longer, it can spend 1 sorcery point to double its duration, to a maximum of 24 hours.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

WARLOCKS

FEY SPEAKER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Deception +5, Intimidation +5, Religion +4

Senses passive Perception 10

Languages Any two languages

Challenge 1 (200 XP)

Fey Presence (1/Short Rest). As an action, the speaker can cause each creature in a 10-foot cube origination from it to make a DC 13 Wisdom saving throw. The creatures that fail their save are all either charmed or frightened by the speaker until the end of the speaker's next turn.

Empowered Eldritch Blasts. The speaker adds its charisma modifier to its eldritch blast attacks. In addition, creatures hit by the speaker's eldritch blast are pushed up to 10 feet away from the speaker in a straight line.

Spellcasting. The speaker is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spellslots when it finishes a short or long rest. The speaker has the following warlock spells prepared:

Cantrips (at will): *eldritch blast, friends, minor illusion*

1st-2nd level (2 2nd-level slots): *calm emotions, faerie fire, hex, mirror image, phantasmal force, sleep, Tasha's hideous laughter*

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

DEEP SPEAKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6

Skills Arcana +4, History +4, Perception +5,

Religion +4

Senses passive Perception 14, darkvision 120 ft.

Languages Any two languages, telepathy 30 ft.

Challenge 3 (700 XP)

Deep Knowledge. The speaker can read all writing.

Spellcasting. The speaker is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spellslots when it finishes a short or long rest. The speaker has the following warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, mage armor, mage hand*

1st-3rd level (2 3rd-level slots): *clairvoyance, detect thoughts, dissonant whispers, phantasmal force, sending, Tasha's hideous laughter*

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions

Entropic Ward (1/Short Rest). When an enemy makes an attack roll against the speaker, it can use its reaction to impose disadvantage on that roll and the next attack roll the speaker makes against that creature is made with advantage.

WIZARDS

ELEGANT SPARKMAGE

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +4

Skills Arcana +5, Insight +5, Investigation +5

Senses passive Perception 12

Languages Any two languages

Challenge 1 (200 XP)

Arcane Recovery (1/Day). When the sparkmage finishes a short rest, it can regain up to 2 total expended spell slots.

Spellcasting. The sparkmage is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The sparkmage has the following wizard spells prepared:

Cantrips (at will): *dancing lights, mage hand, shocking grasp*

1st level (4 slots): *color spray, feather fall, mage armor, witch bolt*

2nd level (2 slots): *darkness, shatter, web*

Spell Sculptor. When the sparkmage casts a spell, it can choose up to 3 targets to automatically succeed on the saving throw, and they take no damage if they would normally take half damage on a successful save.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

TRANQUIL SPELLSHIELD

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 34 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Insight +5, Nature +7, Persuasion +4

Senses passive Perception 12

Languages Any three languages

Challenge 3 (700 XP)

Arcane Recovery (1/Day). When the spellshield finishes a short rest, it can regain up to 3 total expended spell slots.

Arcane Ward. When the spellshield casts its first abjuration spell of 1st level or higher for the day, it gains 16 temporary hit points. After these temporary hit points have been reduced to 0, any additional abjuration spells the spellshield casts this day provide 5 temporary hit points.

Spellcasting. The spellshield is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The spellshield has the following wizard spells prepared:

Cantrips (at will): *blade ward, mending, ray of frost, true strike*

1st level (4 slots): *alarm, mage armor, shield*

2nd level (3 slots): *arcane lock, darkvision, scorching ray*

3rd level (3 slots): *counterspell, dispel magic, lightning bolt*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Project Ward. When a creature the spellshield can see within 30 feet takes damage, it can use its reaction to transfer the temporary hit points granted by its Arcane Ward to that creature.

MULTICLASS NPCs

ROVING RUFFIAN (BARBARIAN / RANGER)

Medium humanoid (any race), any alignment

Armor Class 18 (unarmored defense, shield)

Hit Points 92 (7d12 + 3d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Str +8, Con +7

Skills Acrobatics +7, Animal Handling +6, Athletics +8, Perception +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1,800 XP)

Danger Sense. The ruffian has advantage on Dexterity saving throws.

Dueling Fighting Style. The ruffian gains a +2 bonus to damage rolls while wielding a melee weapon in one hand and no other weapons (included in the attack).

Horde Breaker (1/turn). When the ruffian makes a weapon attack, it can make another attack roll with the same weapon against a different creature within 5 feet of the original target and within range of its weapon.

Rage (4/Day). As a bonus action, the ruffian can enter a rage for 1 minute. While raging, the ruffian gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an additional 2 damage.
- The ruffian gains resistance to bludgeoning, piercing, and slashing damage.

Spellcasting. The ruffian is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The ruffian has the following ranger spells prepared:

1st level (2 slots): *cure wounds, jump, speak with animals*

Unarmored Defense. While not wearing armor, the ruffian's AC includes its Constitution modifier.

Actions

Multiattack. The ruffian makes three battleaxe attacks or two longbow attacks.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 12 (1d8 + 8) slashing damage is used while raging.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

DEVIOUS VIRTUOSO (BARD/ROGUE)

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +8, Cha +7

Skills Acrobatics +8, Deception +11, Insight +9, Perception +5, Performance +11, Sleight of Hand +12

Senses passive Perception 15

Languages Any three languages

Challenge 5 (1,800 XP)

Combat Caster. The virtuoso can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Cunning Action. As a bonus action, the virtuoso can take the Dash, Disengage, or Hide action.

Inspire (3/Short Rest). Target uninspired creature within 60 feet of the virtuoso that can hear it gains a d8 inspiration die. Once within the next 10 minutes, that creature can roll that die and add the number rolled to one ability check, attack roll, or saving throw it makes. This die must be rolled before it is decided if the roll succeeds or fails.

Sneak Attack (1/Turn). The virtuoso deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the virtuoso that isn't incapacitated and the virtuoso doesn't have disadvantage on the attack roll.

Spellcasting. The virtuoso is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The virtuoso has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, vicious mockery*

1st level (4 slots): *charm person, disguise self, illusory script*

2nd level (3 slots): *detect thoughts, suggestion*

3rd level (3 slots): *feign death, major image*

Actions

Multiattack. The virtuoso makes three attacks with its rapier or two attacks with its longbow.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

FURIOUS ZEALOT (CLERIC/BARBARIAN)

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense, shield)

Hit Points 81 (7d8 + 3d12 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +7, Cha +6

Skills Athletics +8, Insight +7, Persuasion +6, Religion +4

Senses passive Perception 13

Languages Any two languages

Challenge 5 (1,800 XP)

Combat Caster. The zealot can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Danger Sense. The zealot has advantage on Dexterity saving throws.

Rage (2/Day). As a bonus action, the zealot can enter a rage for 1 minute. While raging, the zealot gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an additional 2 damage.
- The zealot gains resistance to bludgeoning, piercing, and slashing damage.

Spellcasting. The zealot is a 6th-level spellcaster. Its spellcasting ability is wisdom (spell save DC 15, +7 to hit with spell attacks). The zealot has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame*

1st level (4 slots): *fog cloud, thunderwave*

2nd level (3 slots): *gust of wind, shatter*

3rd level (3 slots): *call lightning, sleet storm*

Thunderbolt Strike. When the zealot deals damage to a Large or smaller creature, it can also push it up to 10 feet away from it.

Actions

Multiattack. The zealot makes three attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage while raging.

Reactions

Storm's Wrath (3/Day). When a creature within 5 feet of the zealot hits it with an attack, it can use its reaction to cause that creature to make a DC 15 Dexterity saving throw. The creature takes 9 (2d8) lightning damage on a failed saving throw, or half as much damage on a successful one.

WINDWALKER (DRUID/WIZARD)

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 74 (8d8 + 4d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	10 (+0)

Saving Throws Int +7, Wis +7

Skills Arcana +7, Nature +7, Perception +7, Survival +7

Senses passive Perception 17

Languages Any three languages

Challenge 5 (1,800 XP)

Arcane Insights. The windwalker has advantage on saving throws against spells and magical effects.

Natural Recovery (2/Day). When the windwalker finishes a short rest, it can regain up to 4 total expended spell slots.

Spellcasting. The windwalker is a 9th-level spellcaster. Its spellcasting ability is wisdom (spell save DC 15, +7 to hit with spell attacks). The windwalker has the following druid spells prepared:

Cantrips (at will): *druidcraft, gust, thunderclap*

1st level (4 slots): *entangle, faerie fire, fog cloud*

2nd level (3 slots): *barkskin, gust of wind, levitate, misty step*

3rd level (3 slots): *call lightning, fly, sleet storm, wind wall*

4th level (3 slots): *no spells learned for this level*

5th level (1 slot): *no spells learned for this level*

Wild Shape Giant Eagle (2/Day). As a bonus action, the windwalker transforms into a giant eagle for up to four hours. When the eagle is reduced to 0 hit points, the windwalker reverts to its normal form, with any excess damage carrying over to the windwalker's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Wind Shield. The area around the windwalker is enveloped in chaotic winds. The area within 15 feet of the windwalker is considered difficult terrain for enemy creatures. Additionally, ranged attacks against the windwalker are made with disadvantage.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage, or 4 (1d10 - 1) bludgeoning damage if used with two hands.

BLADE DANCER (FIGHTER/BARD)

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)
Hit Points 81 (6d10 + 4d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Str + 4, Con + 7
Skills Acrobatics + 8, History + 6, Performance + 11, Sleight of Hand + 12
Senses passive Perception 10
Languages Any three languages
Challenge 5 (1,800 XP)

Combat Caster. The dancer can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Combat Maneuvers (3/Short Rest). Dancers have trained all their life to excel in combat and as a result have mastered special combat maneuvers that they can use in combat. Whenever the dancer makes a melee weapon attack, it can choose to execute one of these maneuvers to add additional effects to the attack. In addition to these other effects, all maneuvers cause the attacks to deal an additional 1d8 damage. Each dancer has two random maneuvers from the list below available for use:

- **Disarming Attack** – The target must succeed on a DC 16 Strength saving throw or drop its weapon at its feet.
- **Distracting Strike** – The next attack an ally makes against the target is made with advantage.
- **Feinting Attack** – The next attack roll you make against a target within 5 feet is made with advantage.
- **Trip Attack** – If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Inspire (3/Short Rest). Target uninspired creature within 60 feet of the dancer that can hear it gains a d8 inspiration die. Once within the next 10 minutes, that creature can roll that die and add the number rolled to one ability check, attack roll, or saving throw it makes. This die must be rolled before it is decided if the roll succeeds or fails.

Spellcasting. The dancer is a 3th-level spellcaster. Its spellcasting ability is charisma (spell save DC 15, +7 to hit with spell attacks). The dancer has the following bard spells prepared:

Cantrips (at will): *blade ward, mage hand*
1st level (4 slots): *heroism, sleep, unseen servant*
2nd level (2 slots): *invisibility, suggestion*

Two-Weapon Fighting Style. The dancer adds its ability modifier to the damage of its off-hand weapon attacks.

Actions

Multiattack The dancer makes three attacks with its scimitar or three ranged attacks with its dagger.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Dagger. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Action Surge (1/Short Rest). The dancer makes five scimitar attacks.

ELEMENTAL SHAPER (MONK/SORCERER)

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 74 (8d8 + 4d6 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Str +4, Dex +8

Skills Acrobatics + 8, Arcana +4, Insight +6, Persuasion +7

Senses passive Perception 12

Languages Any three languages

Challenge 5 (1,800 XP)

Elemental Strikes (6/Short Rest). Whenever the shaper performs an unarmed strike, it can imbue the attack with elemental magics, granting additional properties depending on the element chosen:

- Fire – The strike deals an additional 3 (1d6) fire damage and has its range increased by 10 feet as a whip of flame extends from the shaper's hands.
- Ice – The strike inflicts chill into the heart of the target, reducing its move speed by 10 feet and preventing it from taking the disengage action until the end of your next turn.
- Lightning – The strike surges lightning through the target's body. If that creature attempts to cast a spell requiring somatic components on its next turn, it must succeed on a DC 15 Constitution saving throw or be unable to perform the required motions, causing the spell to fail.

Spellcasting. The shaper is a 3th-level spellcaster. Its spellcasting ability is charisma (spell save DC 15, +7 to hit with spell attacks). The shaper has the following sorcerer spells prepared:

Cantrips (at will): *firebolt*, *ray of frost*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *burning hands*, *witch bolt*

2nd level (2 slots): *enhance ability*, *scorching ray*

Unarmored Defense. While not wearing armor, the traveler's AC includes its Wisdom modifier.

Actions

Multiattack The shaper makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

FEBLADE PALADIN (PALADIN/WARLOCK)

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 86 (8d10 + 4d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Wis +4, Cha +8

Skills Arcana +6, Nature +6, Performance +8,
Persuasion +8

Senses passive Perception 10

Languages Any three languages

Challenge 5 (1,800 XP)

Combat Caster. The paladin can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Divine Smite. When the paladin hits with a melee weapon attack, it can expend a spell slot to deal an addition 9 (2d8) radiant damage, in addition to the weapon's damage. This damage increases by 1d8 radiant damage per spell slot level above 1st.

Dueling Fighting Style. The slayer gains a +2 bonus to damage rolls while wielding a melee weapon in one hand and no other weapons (included in the attack).

Fey-Infused Weapon. The paladin's weapon is infused with energies of fey. Whenever an enemy is struck by its blade, it must succeed on a DC 16 Wisdom saving throw or be affected by the *faerie fire* spell for one minute or until the paladin strikes another target with its weapon.

Pact Magic. The paladin is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains these expended spellslots when it finishes a short or long rest. The paladin has the following warlock spells prepared:

Cantrips (at will): *blade ward, eldritch blast, true strike*

1st-2nd level (2 2nd-level slots): *calm emotions, darkness, faerie fire, phantasmal force, sleep*

Spellcasting. The paladin is a 9th-level spellcaster. Its spellcasting ability is charisma (spell save DC 16, +8 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bless, detect good and evil, ensnaring strike, speak with animals*

2nd level (2 slots): *find steed, lesser restoration, magic weapon, moonbeam, misty step*

Actions

Multiaction The paladin makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

DIVINE STALKER (RANGER/CLERIC)

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 81 (6d10 + 4d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Str +6, Dex +8
Skills Acrobatics +8, Medicine +7, Religion +4, Survival +7
Senses passive Perception 13
Languages Any two languages
Challenge 5 (1,800 XP)

Combat Caster. The stalker can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Divine Arrows. The stalker magically infuses each of its arrows with divine energy. Its longbow attacks deal an additional 4 (1d8) radiant damage (included in the attack).

Spellcasting. The stalker is a 9th-level spellcaster. Its spellcasting ability is wisdom (spell save DC 15, +7 to hit with spell attacks). The stalker has the following ranger and cleric spells prepared:

Cantrips (at will): *mending, resistance*

1st level (4 slots): *charm person, disguise self, fog cloud, hunter's mark*

2nd level (3 slots): *find traps, spike growth, spiritual weapon*

3rd level (3 slots): *conjure barrage, lightning arrow*

Actions

Multattack. The stalker makes three attacks with its shortsword or two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) radiant damage.

Warding Arrow (1/Day). The stalker fires an arrow at a location it can see within range of its longbow. When this arrow strikes its mark, it unleashes a pulse of protective energies. Each creature of the stalker's choice within 10 feet of the arrow gain 15 temporary hit points.

MORPHING KNAVE (ROGUE/DRUID)

Medium humanoid (any race), any alignment

Armor Class 15 (leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +8, Int +6
Skills Acrobatics +8, Animal Handling +11, Investigation +6, Perception +7, Stealth +12
Senses passive Perception 17
Languages Any three languages
Challenge 5 (1,800 XP)

Feline Grace. The knave has a climb speed equal to its movement speed and does not take fall damage from heights less than 30 feet. In addition, the knave's footsteps are completely silent.

Sneak Attack (1/Turn). The knave deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the knave that isn't incapacitated and the knave doesn't have disadvantage on the attack roll.

Spellcasting. The knave is a 3th-level spellcaster. Its spellcasting ability is wisdom (spell save DC 15, +7 to hit with spell attacks). The knave has the following druid spells prepared:

Cantrips (at will): *mending, thorn whip*

1st level (4 slots): *fog cloud, jump, longstrider*

2nd level (2 slots): *darkvision, enhance ability, locate object*

Wild Shape - Cat (2/Short Rest). As a bonus action, the knave transforms into a cat for up to two hours. When the cat is reduced to 0 hit points, the knave reverts to its normal form, with any excess damage carrying over to the knave's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Actions

Multattack. The knave makes two attacks with its claws.

Steel Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

CHAOS BLADE (SORCERER/FIGHTER)

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate)
Hit Points 73 (6d6 + 4d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	18 (+4)

Saving Throws Con +7, Cha +8
Skills Athletics +7, Deception +8, Perception +5, Persuasion +8
Senses passive Perception 11
Languages Any two languages
Challenge 5 (1,800 XP)

Chaotic Strikes. When the chaos blade rolls a natural 1 or a critical hit with a weapon attack, it can immediately cast a spell with a casting time of 1 action as a bonus action.

Improved Criticals. The chaos blade scores a critical hit with its weapon attacks on a roll of 19 or 20.

Infused Strikes. The chaos blade's weapons are infused with elemental energy and deal 2d6 additional cold, fire, or lightning damage on hit (chosen at random and included in the attack).

Spellcasting. The chaos blade is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The chaos blade has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, blade ward, true strike*

1st level (4 slots): *burning hands, color spray, shield*

2nd level (3 slots): *blur, hold person, misty step*

3rd level (3 slots): *counterspell, dispel magic, haste*

War Caster. The chaos blade has advantage on Constitution saving throws made to maintain concentration on spells and can cast spells while wielding a weapon in each hand.

Actions

Multiattack. The chaos blade makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) cold, fire, or lightning damage (chosen randomly).

Action Surge (1/Short Rest). The chaos blade makes 3 shortsword attacks.

INFERNAL ENFORCER (WARLOCK/MONK)

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Wis +6, Cha +8
Skills Acrobatics +7, Arcana +4, Insight +6, Persuasion +8
Senses passive Perception 12
Languages Any three languages
Challenge 5 (1,800 XP)

Infernal Blade. The enforcer has an infernal blade bound to it. This weapon ignores all resistances and deals an extra 3 (1d6) fire damage with each attack (included in the attack). In addition, while the enforcer is wielding this blade, it cannot be disarmed.

Spellcasting. The enforcer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains these expended spell slots when it finishes a short or long rest. The enforcer has the following warlock spells prepared:

Cantrips (at will): *blade ward, eldritch blast, mage hand*

1st-3rd level (3 3rd-level slots): *armor of Agathys, crown of madness, fear, hellish rebuke, hex, spider climb*

Actions

Multiattack. The enforcer makes two attacks with its felblade and one with its felstrike.

Felblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

Felstrike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) fire damage.

Infernal Onslaught (3/Short Rest). The enforcer performs a swift series of punches to launch bursts of flame at up to four targets within 60 feet. Each of those creatures must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful save.

FLAMEBLADE CRUSADER (WIZARD/PALADIN)

Medium humanoid (any race), any alignment

Armor Class 17 (splint mail)
Hit Points 62 (8d6 + 4d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+0)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Int +8, Wis +5
Skills Arcana +8, Athletics +7, Deception +6, Religion +8
Senses passive Perception 11
Languages Any four languages
Challenge 5 (1,800 XP)

Arcane Recovery (1/Day). When the crusader finishes a short rest, it can regain up to 4 total expended spell slots.

Burning Strike. When the crusader hits with a melee weapon attack, it can expend a spell slot to deal an additional 9 (2d8) fire damage, in addition to the weapon's damage. This damage increases by 1d8 fire damage per spell slot level above 1st.

Combat Caster. The crusader can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Endless Assault. When the crusader takes the attack action, it can expend a spell slot up to level 2 to gain additional attacks this turn. If a level 1 slot is expended, the crusader gains one additional attack. If the level 2 spell slot is expended, the crusader gains 2 additional attacks.

Transmutation Mastery. The crusader has a deep knowledge of transmutation magics and can use that to adapt its fighting style to the needs at hand. As a bonus action, the crusader can transform its weapon into a pike, a greatsword, or back to a maul.

Spellcasting. The crusader is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 16, +8 to hit with spell attacks). The crusader has the following wizard and paladin spells prepared:

- Cantrips (at will): *dancing lights, fire bolt*
- 1st level (4 slots): *burning hands, searing smite, thunderous smite*
- 2nd level (3 slots): *flaming sphere, magic weapon*
- 3rd level (3 slots): *fireball, phantom steed*
- 4th level (2 slots): *fire shield, wall of fire*

Actions

Multiaction. The crusader makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Greatsword *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

APPENDICES

APPENDIX A: MONSTERS BY CR

CR 1/8

- (196) Sundrop Squirrel
- (206) Pitiful Goblin
- (223) Paper Knight

CR 1/4

- (197) Blooming Badger
- (208) Haunted Tome
- (223) Paper Ranger

CR 1/2

- (162) Adorable Flufflet / Devious Gremlin
- (197) Vine Viper
- (210) Faceless Zealot
- (224) Paper Mage
- (230) Rasa

CR 1

- (164) Aetherspawn
- (169) Tribal Soldier
- (205) Giant Tiki Ant
- (216) Labyrinth Crawler
- (219) Squad of Bandits
- (226) Phoenix, Hatchling
- (231) Rasa Alley Stalker
- (238) Runebound Soldier
- (245) Headstrong Smasher
- (246) Sly Songwrite
- (247) Warrior Priestess
- (248) Apprentice Shifter
- (249) Local Champion
- (250) Stonefist Protector
- (251) Fiend Slayer
- (252) Rugged Marksman
- (253) Cunning Acrobat
- (254) Capricious Fireweaver
- (255) Fey Speaker
- (256) Elegant Sparkmage

CR 2

- (165) Aetherspawn Spellblade
- (191) Corlapis
- (193) Dire Wolf, Armored
- (198) Mushroom Moose
- (206) Goblin Brute
- (207) Grotesque Leech
- (211) Disfigured Disciple
- (219) Squad of Thugs
- (232) Rasa Cutthroat
- (238) Runebound Orc
- (241) Swarm of Temple Scarabs

CR 3

- (166) Aetherspawn Rift Walker
- (170) Tribal Tactician
- (192) Corlapis Earth Shaker
- (212) Writhing Abomination
- (217) Minotaur Shaman
- (220) Veteran Outlaw
- (234) Rock Worm
- (240) Runebound Dire Wolf
- (245) Sturdy Brute
- (246) Boisterous Musician
- (247) Fireheart Devotee
- (248) Heir of the Forest
- (249) Tactical Spellblade
- (250) Cloaked Traveler
- (251) Mage Hunter
- (252) Wolf Trainer
- (253) Tavern Gambler
- (254) Virulent Sorcerer
- (255) Deep Speaker
- (256) Tranquil Spellshield

CR 4

- (170) Primordial Archer
- (184) Aspect of Sorrow
- (184) Aspect of Hatred
- (192) Corlapis Architect
- (217) Minotaur Totem Warrior
- (220) Outlaw Commander
- (233) Rasa Mastermind

CR 5

- (167) Aetherspawn Paragon
- (171) Spirit Weaver
- (213) Oracle of Distortion
- (218) Minotaur Rampager
- (257) Roving Ruffian
- (258) Devious Virtuoso
- (259) Furious Zealot
- (260) Windwalker
- (261) Blade Dancer
- (262) Elemental Shaper
- (263) Feyblade Paladin
- (264) Divine Stalker
- (264) Morphing Knave
- (265) Chaos Blade
- (265) Infernal Enforcer
- (266) Flameblade Crusader

CR 6

- (185) Greater Aspect of Sorrow
- (185) Greater Aspect of Hatred
- (221) Outlaw Warlord
- (226) Phoenix, Adult
- (228) Primeval Strix
- (243) Tomb Guardian

CR 7

- (172) Warrior Princess
- (193) Corlapis Overlord

CR 8

- (175) Disgraced Sentinel
- (199) Moss Mammoth
- (240) Runebound Giant

CR 9

- (176) Corrupted Guardian

CR 10

- (187) Conflux Elemental
- (200) Fungal Titan

CR 11

- (177) Bloodwing Seraph
- (214) The Dread Bringer

CR 12

- (179) Bringer of Sin
- (202) Fortress Rhino

CR 13

- (180) Haloed Reaper

CR 15

- (236) The Runespeaker

CR 18

- (181) Vengeful Archangel

CR 20

- (189) Elder Conflux Elemental

APPENDIX B: MONSTERS BY CREATURE TYPE

Aberration

- (210) Faceless Zealot - CR 1/2
- (211) Disfigured Disciple - CR 2
- (212) Writhing Abomination - CR 3
- (213) Oracle of Distortion - CR 5
- (214) The Dread Bringer - CR 11

Beast

- (196) Sundrop Squirrel - CR 1/8
- (197) Blooming Badger - CR 1/4
- (197) Vine Viper - CR 1/2
- (205) Giant Tiki Ant - CR 1
- (193) Dire Wolf, Armored - CR 2
- (198) Mushroom Moose - CR 2
- (241) Swarm of Temple Scarabs - CR 2
- (240) Runebound Dire Wolf - CR 3
- (199) Moss Mammoth - CR 8
- (202) Fortress Rhino - CR 12

Celestial

- (175) Disgraced Sentinel - CR 8
- (176) Corrupted Guardian - CR 9
- (177) Bloodwing Seraph - CR 11
- (179) Bringer of Sin - CR 12
- (180) Haloed Reaper - CR 13
- (181) Vengeful Archangel - CR 18

Construct

- (223) Paper Knight - CR 1/8
- (208) Haunted Tome - CR 1/4
- (223) Paper Ranger - CR 1/4
- (224) Paper Mage - CR 1/2
- (184) Aspect of Sorrow - CR 4
- (184) Aspect of Hatred - CR 4
- (185) Greater Aspect of Sorrow - CR 6
- (185) Greater Aspect of Hatred - CR 6
- (243) Tomb Guardian - CR 6

Elemental

- (164) Aetherspawn - CR 1
- (226) Phoenix, Hatchling - CR 1
- (165) Aetherspawn Spellblade - CR 2
- (191) Corlapis - CR 2
- (166) Aetherspawn Rift Walker - CR 3
- (192) Corlapis Earth Shaker - CR 3
- (192) Corlapis Architect - CR 4
- (167) Aetherspawn Paragon - CR 5
- (226) Phoenix, Adult - CR 6
- (193) Corlapis Overlord - CR 7
- (187) Conflux Elemental - CR 10
- (189) Elder Conflux Elemental - CR 20

Fiend

- (162) Adorable Flufflet / Devious Gremlin - CR 1/2

Giant

- (240) Runebound Giant - CR 8

Humanoid

- (206) Pitiful Goblin - CR 1/8
- (230) Rasa - CR 1/2
- (169) Tribal Soldier - CR 1
- (219) Squad of Bandits - CR 1
- (231) Rasa Alley Stalker - CR 1
- (238) Runebound Soldier - CR 1
- (245) Headstrong Smasher - CR 1
- (246) Sly Songwrite - CR 1
- (247) Warrior Priestess - CR 1
- (248) Apprentice Shifter - CR 1
- (249) Local Champion - CR 1
- (250) Stonefist Protector - CR 1
- (251) Fiend Slayer - CR 1
- (252) Rugged Marksman - CR 1
- (253) Cunning Acrobat - CR 1
- (254) Capricious Fireweaver - CR 1
- (255) Fey Speaker - CR 1
- (256) Elegant Sparkmage - CR 1
- (206) Goblin Brute - CR 2
- (219) Squad of Thugs - CR 2
- (232) Rasa Cutthroat - CR 2
- (238) Runebound Orc - CR 2
- (170) Tribal Tactician - CR 3
- (220) Veteran Outlaw - CR 3
- (245) Sturdy Brute - CR 3
- (246) Boisterous Musician - CR 3
- (247) Fireheart Devotee - CR 3
- (248) Heir of the Forest - CR 3
- (249) Tactical Spellblade - CR 3
- (250) Cloaked Traveler - CR 3
- (251) Mage Hunter - CR 3
- (252) Wolf Trainer - CR 3
- (253) Tavern Gambler - CR 3
- (254) Virulent Sorcerer - CR 3
- (255) Deep Speaker - CR 3
- (256) Tranquil Spellshield - CR 3
- (170) Primordial Archer - CR 4
- (220) Outlaw Commander - CR 4
- (233) Rasa Mastermind - CR 4
- (171) Spirit Weaver - CR 5
- (257) Roving Ruffian - CR 5
- (258) Devious Virtuoso - CR 5
- (259) Furious Zealot - CR 5
- (260) Windwalker - CR 5
- (261) Blade Dancer - CR 5
- (262) Elemental Shaper - CR 5
- (263) Feyblade Paladin - CR 5
- (264) Divine Stalker - CR 5
- (264) Morphing Knave - CR 5
- (265) Chaos Blade - CR 5
- (265) Infernal Enforcer - CR 5
- (266) Flameblade Crusader - CR 5
- (221) Outlaw Warlord - CR 6
- (172) Warrior Princess - CR 7
- (236) The Runespeaker - CR 15

Monstrosity

- (216) Labyrinth Crawler - CR 1
- (207) Grotesque Leech - CR 2
- (217) Minotaur Shaman - CR 3
- (234) Rock Worm - CR 3
- (217) Minotaur Totem Warrior - CR 4
- (218) Minotaur Rampager - CR 5
- (228) Primeval Strix - CR 6

Plant

- (200) Fungal Titan - CR 10